Roland®

XV-3080
128 VOICES 6× EXPANSION

Q&A, Sound List

This Q&A booklet, which seeks to make operation of the XV-3080 a more enjoyable experience, offers pertinent information, and answers to questions previously directed at Roland by the users of its products. While it is hoped that you will read the relevant sections in the Owner's Manual for information and instructions regarding the various operations and settings, we believe that, in addition to referring to the Owner's Manual, carrying out operations and making settings with a general understanding of the content of this booklet regarding these functions, about which numerous questions have been asked, will allow you to get much more out of the XV-3080 for years to come. Let this guide be a handy aid in using the XV-3080.

* The following typographical conventions are used in the text describing the operation of the XV-3080.

[ ]: Indicates a panel button to be pressed.
Example: [PATCH]
Press [PATCH] button.

/: Indicates a division between operations.
Example: [PATCH]/[COMMON]
Press the [PATCH] panel button, then press the [COMMON] button.

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Q&A

■ Data Compatibility

Q: Are XV-3080 Patches and Rhythm Sets compatible with those of Roland's JV and XP Series models?

A: By using Bulk Dump to send Patches and Rhythm Sets created on JV-1010/1080/2080 and XP Series synthesizers to the XV-3080, you can then use them as XV-3080 Patches and Rhythm Sets. However, there may be subtle differences in the sound output due to sound module control methods, the makeup of analog circuits, and other such factors. In contrast, you cannot use Bulk Dump to transmit XV-3080 Patch and Rhythm Set data to JV and XP Series devices.

Q: Is the XV-3080 compatible with JV and XP Series Performances?

A: Performance data is not compatible. Bulk data and other such data cannot be exchanged between the XV-3080 and JV and XP Series synthesizers.

Q: Can XP-30 data saved to a card from the XP-30, which uses the same type of SmartMedia, be used on the XV-3080?

A: While you cannot use Performances, you can use Patches and Rhythm Sets. However, there may be subtle differences in the sound output due to sound module control methods, the makeup of analog circuits, and other such factors. Furthermore, XV-3080 data stored on cards cannot be used on an XP-30.

Q: Can the XV-3080 work with the JV and XP Series using Program Changes?

A: When Bank Select and Program Change messages for Patches specified in JV and XP Series devices are received by the XV-3080, Preset Patches in the XV-3080 which correspond to those for the JV or XP are selected. On the XV-3080, Patches and Rhythm Sets corresponding to those of the JV-2080 are stored in Preset A-D (GM Level 2 Tones are stored in Preset H). Due to differences between the XV-3080 and the JV and XP Series devices, including such factors as sound module control methods, analog circuit makeup, and so on, there may be some differences in the sound output.

■ Saving Data

Q: The Performance sounds different than when it was written.

A: When Patches used in Performances are edited in Part mode, or if a Performance's temporary Patch is overwritten by with an external MIDI device, it is also necessary to save these Patches.

With the XV-3080, if Patches used by a Performance are edited when the Performance is written, a message asking if you want to save these Patches is displayed. When Patches are saved, a PATCH WRITE page is displayed for each Patch that has been edited; carry out the same write procedures as used in Patch mode.

Q: Patches sound different than when written.

A: The write operation cannot be used to save Patches as changed in Patch mode using Control Change messages from an external MIDI device. Refer to the Owner's Manual (p. 173) for more on the Control Change messages that are received.

Q: Even though the Power Up Mode in SYSTEM SETUP is set to LAST-SET, Performance and Patches sound different than when the XV-3080 was last turned off.

A: When the XV-3080 is turned on with Power Up Mode set to LAST-SET, the XV-3080 starts up by recalling the mode and the Performance and Patch numbers selected when the XV-3080 was last turned off, and the Tone data therein is called up from the SOUND LIBRARY to the temporary area. Thus, if the write operation is not carried out for settings that are edited or otherwise changed somehow, the Performance and Patches are not stored in the changed condition, even if Power Up Mode is set to LAST-SET when the power to the XV-3080 is turned off.

Q: What about saving GM Mode settings?

A: There are no means for saving GM Mode settings to the XV-3080 itself. Use MIDI transmitting functions (Owner's Manual p. 145) to save GM Mode settings to a sequencer or other external MIDI device.

■ Memory Cards

Q: What kinds of memory cards can I use?

A: Confirmed thus far are 5-volt and 3.5-volt SmartMedia card holding from 2 MB to 128 MB.

Q: What can be saved to memory cards?

A: The PATCH, PERFORMANCE, RHYTHM SET, SYSTEM Settings, and FAVORITE LIST in internal memory can be saved. In addition, SYSTEM Settings, PERFORMANCE, PATCH, RHYTHM SET, and FAVORITE LIST each can be saved as a block. Refer to the Owner's Manual (p. 125) for more on related procedures.

■ Control the XV-3080 From a MIDI Device

Q: When the Pitch Bend Range for a Patch is increased (+48), the pitch does not rise sufficiently, even when a MIDI Pitch Bend message is received.

A: While Patch Bend Ranges can be set anywhere between -48 and +48, when certain Waves in which the pitch is raised (in the + direction) are used, the pitch may stop rising at a fixed point, rather than continuing to go up. Although a value of +12 is ensured for the upper limit of raised pitches, use caution when setting the range above this figure.

Q: How do I switch tones using a MIDI keyboard or sequencer (in cases such as when the sequencer software has no Tone List map, or with Expansion Boards containing more than 128 tones)?

A: You can switch tones with a combination of Control Change 0 Bank Select MSB and 32 Bank Select LSB, along with a Program Change message.

The XV-3080 holds 1024 tones as Preset Tones (including GM Level 2 Tones). While Program Changes are used in switching tones with a MIDI device, Program Change messages based on MIDI standards can be used only to switch a maximum of 128 tones. Thus, you need to select tones by using Control Change Bank Select MSB 0 and Control Change Bank Select LSB 32, first designating the major groups divided into 128 tones each, then using Program Change messages to select the Patch numbers within each. The Bank Select messages specifying these larger groups of tones are common to all XV Series devices; you can also switch tones on SR-JV80 and SRX Series and other Expansion Boards using this combination of Bank Select MSB/LSB and Program Change messages. For more about the relationship between the Bank Select MSB/LSB and corresponding tone groups, refer to <Table 1: Bank Select and Program Change Correspondence Chart> (p. 8).

Q: After using a MIDI sequencer to play a song, sounds stopped playing, and no sound is played even when Program Changes are sent.

A: It could be that a Bank Select in the song data that is not specified by the XV-3080 was encountered in the song. No sound is played if the tone group is not one designated by the XV-3080 with Bank Select MSB/LSB. Note that if you omit the Bank Select, and send only the Program Change, the tone in the currently selected group that has the specified Program Change number will play. Try reselecting the tone using the panel controls. Furthermore, when selecting tones from a MIDI device, be sure to send the Bank Select MSB/LSB and the Program Change as a single set for reliable reproduction. First sending the MSB and LSB (the order in which these are sent does not matter), followed by the Program Change. For more about the relationship between the Bank Select MSB/LSB and corresponding tone groups, refer to <Table 1: Bank Select and Program Change Correspondence Chart> (p. 8).

Q: How do I switch Patches and Rhythm Sets from a MIDI keyboard or sequencer?

A: You can switch Patches and Rhythm Sets without switching Patch and Rhythm modes by sending a combination of Bank Select and Program Change messages.

In Performance mode as well, you can switch any Part to a Patch or Rhythm Set by sending Bank Select and Program Change messages to the targeted Part.

For more about the relationship between the Bank Select MSB/LSB and corresponding tone groups, refer to <Table 1: Bank Select and Program Change Correspondence Chart> (p. 8).

Q: The Modulation or other controller is always on.

A: Check the Matrix Control settings.

The XV-3080 allows you to use the Matrix Control to control Patches in real time. The Matrix Control functions as the control source for the Control Change and other MIDI messages received by the XV-3080, and makes changes to the various Patch parameters based on these messages.

Depending on these settings, the XV-3080 may be responding to MIDI messages sent from external MIDI devices, and may result the Patches sounding different than intended. For more detailed information on the Matrix Control, refer to the Owner's Manual (p. 100, 140).

Q: I want to use external MIDI messages to control CutOff and Pan.

A: You can control these with Control Changes.

The XV-3080 can send a variety of Control Change messages and control these parameters in real time. For more on Control Changes possible with the XV-3080, refer to the MIDI Implementation in the Owner's Manual (p. 173).

Q: Using the Matrix Control or other such means to control the LFO results in noise when the Pan is changed suddenly.

A: Lower the change in speed (LFO Rate).

Due to the specialized processing used for the Pan, which alters the volume level in each of the left and right sides, sudden Pan movements causing rapid changes in these levels creates large changes in volume, and noise from this may be audible as a result.

■ Playing Back Data with MIDI Sequencers

Q: Performances are sluggish, or have interruptions.

A: Problems of sluggish and interrupted performances can crop up very easily when the sequencer or sound module used for the performance has to handle heavy data loads. The following outlines some common reasons for this.

- Are more than 128 voices playing simultaneously? Reduce the number of voices.

  The composition of XV-3080 Patches is such that up to eight Waves may be used for one Patch. When using such Patches, even though only one sound may be heard, it is actually eight sounds that are being played simultaneously. In addition, with certain sounds like continuous sounds with long releases, even though the actual sound may not be audible to you, processing for playing the sound is still underway, so in these cases as well, the performance data can differ from the actual number of voices being played.

  You can find out how many sounds are actually being sounded in the Part

  Information page.
- Are you using a Patch that uses a lot of LFO? Try changing to a different Patch.

  LFO processing invariably places a big load on the machine, so heavy use of the LFO slows down processing for the XV-3080 overall, which can end up having affecting the expression of sounds themselves.
- Is the data concentrated at the beginning of the beats in the sequence data? Avoid overlapping data with the same timing by setting an offset of 1-2 ticks instead.

  Data may easily become concentrated at the beginning of the beats in the song data when, for example, the song data is input using Step Recording, or if the data is quantized after being input with a keyboard in real time. Because of this, large amounts of data are sent to the XV-3080, and the processing for expressing sounds becomes bogged down.
- Is there a Program Change at the point where the song performance is sluggish? Change the position of the Program Change.

  When Program Changes are inserted in songs, processing time for switching patches increases, which may then cause the performance to become sluggish.
- Is there a System Exclusive message at the point where the song performance is sluggish? Move the location of the data.

  System Exclusive messages contain large amounts of data, thus placing a heavy burden on sequencers and sound modules. Try repositioning data and changing System Exclusive messages to Control Changes for any data for which Control Changes can be substituted.
- Is there an Aftertouch or other such large Control Change at the point where the song performance is sluggish? Move the location of the data.

  In some cases, when using a keyboard that features aftertouch to input data, you may end up inputting huge amounts of data before realizing this is happening. Such large amounts of data can place an excessive load on your sequencer and sound module.

■ Issues Common to All Modes: Performance/Patch/Rhythm Set/GM

Q: What are the differences between Performance, Patch, Rhythm Set, and GM modes?

A: The XV-3080 features four modes, Performance, Patch, Rhythm Set, and GM, each of which is best suited for the particular applications for which it is used.

Patch Mode: This mode is selected mainly when the XV-3080 is used as a stand-alone instrument, as well as for creating tones; messages can be received on only one MIDI channel.

Rhythm Set Mode: This mode is selected mainly when the XV-3080 is used as a stand-alone Rhythm Set, as well as for creating Rhythm Sets; messages can be received on only one MIDI channel.

Performance mode: Messages can be receive on up to 16 MIDI channels, with each channel used for playing a different tone. This mode is used mainly for playing ensemble performances featuring multiple instruments. Furthermore, you can also create whole new tones by playing multiple Patches superimposed in a single MIDI channel (Layer).

GM Mode: This is selected when using the XV-3080 as a GM Level 2 sound module. While this mode also allows performances of up to 16 tones, it is exclusively for playing back commercially available GM and GM Level 2 song data, and creating GM-compatible song data, so there is a limited number of tones that can be selected.

Q: Is it possible to restore the USER area to the condition it was in when the XV-3080 was first purchased?

A: Yes. Please refer to p. 124 in the Owner's Manual. Note, though, that executing this operation completely wipes out all user-created Patch and Rhythm Set data. Save any data you wish to keep to memory cards or other such media.

Q: What happens to edited tones when the XV-3080 is turned off?

A: They are lost unless the write operation is used to write them to the XV-3080's USER area. When you want to save edited tones, carry out the write operation before switching tones or turning off the power to the XV-3080.

The XV-3080 uses a separate area to which internal Patches, Performances, Rhythm Sets, and other data are moved during performances and editing. This area is referred to as the Temporary Area. The existence of area allows restoration of Patches and other data to previous conditions, even after they have been edited; System Exclusive messages and other data is also sent to the Temporary area from MIDI devices, allowing performances of compositions without destroying data in the XV-3080's internal USER area. This temporary data is overwritten when tones are switched, meaning any tone in the process of being edited is lost. Furthermore, any data held in the Temporary area when the power is turned off is lost.

The write operation is the operation used to write this data to the USER area, where it is not erased even when the power is turned off.

■ Issues Related to Performance (Mode)

Q: I set the Key Range in Performance mode, but sometimes the range is smaller than the value set.

A: Key Range settings can also be made for each individual tone used in a Patch. With this function, when a Patch in which the Key Range is set by the Patch is used in a Performance, both the Performance's Key Range and the Patch's Key Range are in effect, and this may result in differences between the Key Range value set by the Performance and notes played in the actual key range.

Q: What happens if the Performance's control channel is the same channel used for receiving the Performance's Parts?

A: When only a Program Change message is being received, the Performance's control channel takes priority, and the Performance is switched. Other MIDI messages are treated in the same manner as Parts. Furthermore, using a combination of Bank Select and Program Change messages, you can also set it up so that the XV-3080 is able to distinguish on the same MIDI channel whether the channel is to be used for switching Performances or Patches. Refer to <Table 1: Bank Select and Program Change Correspondence Chart> (p. 8).

Q: Although the same Patch is selected, it sounds different when I listen to it in the Performance.

A: Tones selected for Patch sounds may be further modified in Performance mode by parameters in each Part of the Performance, Pan and Octave settings, Filter Cutoff settings, and so on. Thus, Patches in a Performance may sound different than they do when heard in Patch mode. To return these settings to their initial conditions, select the Patch after pressing [UTILITY] to execute Initialize Temporary for the Performance.

Additionally, although a Patch may comprise tones created with the use of the multi-effects, the multi-effects used in the Performance may differ from the multi-effects selected by the Patch. Check the Performance's multi-effects. Also do the same for the Chorus and Reverb settings.

Q: Is there anything I should note when using Patches from the User Memory, memory cards, or Expansion Boards in a Performance?

A: In a Performance, information designating the number for the kind of Patch or Rhythm Set assigned to a Part is stored in form of a Group number. Even though Patches in the User Memory and on memory cards may have identical numbers, since the Patch data may be overwritten, even if Patches with the same number are used in a Performance, the content (sounds) may differ. You need to be careful when using data from such areas, in which data can be overwritten and moved in a Performance.

■ Issues Related to Patch (Mode)

Q: The sound cuts off when I switch Patches in Patch mode...

A: Although you can apply a wide variety of multi-effects with the XV-3080's multi-effects, switching the Patch also switches the type of multi-effects used.

In such instances, discrepancies between the sound being produced and the multi-effects type can arise, which may result in sounds being different than intended, so sounds produced when Patches are switched may be muted when factory settings are in effect. In certain situations, such as when not using multi-effects that have a great influence on the sound, or when switching pairs of Patches set with the same type of multi-effects, remembering to set Patch Remain ([SYSTEM] / [SETUP]) to "ON" allows you to switch Patches without sounds being muted.

Q: Sometimes, when playing legato, the pitch won't rise. Why is this?

A: Let's say you have the Legato Switch set to "ON," and the Legato Retrigger set to "OFF." When you try to sound a legato (by pressing a higher key while a lower key is held down), the pitch may sometimes not be able to rise all the way to the intended pitch (stopping instead at an intermediate pitch). This can occur because the limit of pitch rise, as determined at the wave level, has been exceeded.

Additionally, if differing upper pitch limits are used for the waves of a Patch that uses multiple tones, it may stop being heard in MONO. When making large pitch changes, set the Legato Retrigger to "ON." Since certain Patches in the User group, such as "018 LegatoBamboo" and "084 Solo SoprSax," feature a high degree of expression during legato performances, the Legato Retrigger is set to "OFF."

Q: When switching Patches in Patch mode, the volume and other parameters set with Control Changes end up being reset.

A: Set Patch Remain ([SYSTEM]/[SETUP]) to "ON." Even once they have switched Patches, Control Change messages that have been received are carried forward, so even when switching a Patch whose level is turned all the way down by a Control Change volume message, the level remains unchanged.

Q: The sound stops when the internal Wave 0887:DC is selected as the Wave for the Patch.

A: Check the structure of the Patch in STRUCT ([PATCH]/[COMMON]).

Wave 0887:DC is a Wave composed only of DC constituents. When this Wave is selected for an initialized Patch and then played, after an initial click sound at the beginning, the is no sound.If this Wave is used for W2 in Structure 2 or later, the Wave level set for W1 is raised by W2, causing the upper limit to be exceeded. As a result, the sound may cease.

Q: If the Tone Delay time value is set to the note, then does the delay time not change beyond a fixed length when the tempo is slowed down?

A: The Tone Delay time has an upper limit, so if the upper limit of a value set to the note is exceeded when the tempo is retarded, that upper value cannot rise any further.

Q: Even when I set the Pan for a Patch completely to one side, sound still comes from the other channel...

A: The XV-3080's internal effects are in stereo, so if you have effects applied to a Patch, even if the Pan is set all the way to one side, you will still be able to hear sounds of the effect component from the other channel.

■ Issues Related to Rhythm Sets

Q: Can I use two or more Rhythm Sets in a Performance?

A: With the XV-3080, there is no limit on the number of Rhythm Sets that can be used in Performances. You can also use Rhythm Sets in all of the sixteen Parts simultaneously. For more information on how to make these settings, refer to the Owner's Manual (p. 104).

Q: What Note Numbers can be used with Rhythm Sets?

A: MIDI Note Numbers 21 through 108; or, using Key Numbers, the 88 Keys A0 through C8.

Q: I want to apply an effect to a specific instrument sound.

A: You can do this with the output settings for the Rhythm Tones assigned to each key to determine whether or not the multi-effects are used and setting the Chorus or Reverb send level for each instrument sound. Refer to the Owner's Manual (p. 78).

Furthermore, by connecting any of the six separate OUTPUT jacks to an external effects device and setting the output of a specified instrument sound to that jack, you can add effects from the external effects device to a specific instrument sound.

■ Issues Related to Effects

Q: How can I control a Performance's multi-effects using a MIDI keyboard, sequencer, or similar device?

A: Some of the multi-effects parameters can be controlled using MIDI messages, such as Control Changes, in real time. However, the parameters that can be controlled are different, depending on the multi-effect.

The MIDI message to be used in controlling the parameter is selected as the "Source" for MFX CTRL ([PERFORM]/[EFFECTS])—whereas the parameter to be changed is selected through "Destination," and the amount of modification is determined using "Sens."

Q: What MIDI channels can be used for control of the multi-effects in Performance mode?

A: Setting the multi-effects Source (MFX TYPE([PERFORM]/[EFFECTS])) to PART 1-16 enables each Part's MIDI Receive channel, and when Source is set to PERFORM, you can control the multi-effects using MIDI messages on the MIDI Receive channels set in PERFORM MFX CH (PERFORM MFX CH ([PERFORMANCE]/[COMMON])).

Q: Can different Patch Chorus and Reverb Send level settings be made, one set for when multi-effects are used, and one for when they are not used?

A: You can set two values for Patch Chorus and Reverb Send levels, one for use with multi-effects, and one for use in other cases. Since in many cases sounds are not passed through the multi-effects when Patches are used in Performances, using two Chorus and Reverb Send settings, one to use when sounds are passed through the multi-effects and one when not, allows you to get the optimum settings for each of the Performance and Patch modes. The settings values for Chorus and Reverb parameters shown when you switch OUTPUT ([PATCH] / [EFFECTS]) Output Assign between multi-effects and other setups.

Q: Even though the Chorus/Reverb Send level is raised in each of the Performance's Parts, it's difficult to get the effect.

A: Although you can make Send level (PART OUTPUT ([PERFORM] / [EFFECTS])) settings to the Chorus and Reverb for each individual Part in a Performance, these values only set the upper limit of the Chorus and Reverb Send levels for the Patch used. Accordingly, even when the value is set to the maximum of 127, if the Send level is lowered in the Patch being used, there will be no effect. In addition, different Patch Chorus and Reverb Send level settings can be used according to whether or not the multi-effects are used.

Q: Does "x" ever appears in an effects device settings window?

A: This means that the internal effects Master Switch is set to "OFF." Press the [EFFECTS ON / OFF] button on the panel to set the Master Switch to "ON."

Q: If the multi-effects "TRIPLE TAP DELAY" or other delay time value is set to the note, and then the tempo is slowed down, does the delay time not change beyond a fixed length?

A: Such Delay time settings have an upper limit, so if the upper limit of a value set to the note is exceeded when the tempo is retarded, that upper value cannot rise any further.

■ Issues Related to Connections

Q: What are the differences between the A (MIX), B, and C OUTPUT jacks on the XV-3080's rear panel?

A: Although (MIX) is shown only on the A OUTPUT jacks, this is only because factory settings assign the Chorus and Reverb Effect Return for each Tone's Send system set to A. However, you can also have these Chorus and Reverb Returns set to other jacks.

Q: How do I use L(MONO), and what do I need to note when using it?

A: L(MONO) is a feature particular to the A OUTPUT jack. When using only this L(MONO) jack, the sounds output in stereo by the A jacks is output as a mixed monaural signal from the L(MONO) jack. This can be convenient in cases where you have no special need for stereo effects, as only one cable is needed for the connection.

Do be aware that when you want to use INDIVIDUAL 1 or 2 as an independent parallel out, plugging only into the INDIVIDUAL 1 jack enables the L(MONO) function, and the sounds from both (INDIVIDUAL 1 and 2???) are output from the INDIVIDUAL 1 jack. In this case, plug a cable into the INDIVIDUAL 2 to disable the L(MONO) function.

■ Searching and Organizing Patches

Q: What do I need to note when using the Favorite List?

A: Information specifying the Patch numbers in a particular SOUND LIBRARY is registered to the Favorite List. Exercise care when registering Patches from the User Memory, on memory cards, or on Expansion Boards, since rewriting Patches after they have been registered or changing the type of Expansion Boards can result in a different Patch than registered being called up. Furthermore, if you try registering a Patch to the Favorite List while the Patch is being edited, without first writing the edited Patch to the USER area, the Patch data is not recorded.

Q: When can I use the Patch finder?

A: You can use this feature in the Patch selection window in Performance mode and Patch mode (PART PATCH ([PREFORM] / [PART])). For example, if you want to change the bass when selecting a Part's Patch in Performance mode, by selecting Patches with the bass selected as the category, you can conveniently target only those Patches that have bass in them.

■ Expansion Boards

Q: If the Expansion Board is reinstalled in a different slot, do Program Change and Bank Select numbers also change?

A: Since fixed Bank Select numbers are assigned to the board itself, Bank Select numbers and Program Changes do not change, even when the slot position changes.

For more on the assignments, refer to <Table 1: Bank Select and Program Change Correspondence Chart> (p. 8).

Q: When can I use more than one of the same type of Expansion Board?

A: You can't.

■ Other Issues

Q: I want to use a tuning other than equal temperament.

A: You can set the scale tunings for Parts in Performance mode with KEY SCALE ([PERFORM]/[SYSTEM]/[TUNE]) , and in Patch mode with PATCH SCALE ([PATCH]/[SYSTEM]/[TUNE]). These settings are effective for all Patches and Performances. In addition, Part 1 in Performance mode and Patch mode are linked, so the scale tuning set in Patch Mode is automatically mirrored in the setting for Part 1 in Performance mode.

Q: It is difficult to read things on the LCD screen.

A: Changes in the ambient temperature can affect the clarity of the XV-3080's LCD screen. In general, the colder it gets, the lighter the images and characters appear; whereas they become darker as the temperature rises. Especially when the XV-3080 is rack-mounted, heat emanating from other equipment in the rack may cause the characters in the LCD screen to become so dark that they are difficult to make out. In such cases, adjust the contrast by changing the LCD parameter value (SYSTEM SETUP([SYSTEM]/[SETUP])), selecting a value that makes the display easier to read.

<Table 1: Bank Select and Program Change Correspondence Chart>

BANK SELECT MSB	BANK SELECT LSB	PROGRAM NUMBER	GROUP	NUMBER
000		001 - 128	GM Patch	
:				
032		001 - 128	GM Patch	
085	000	001 - 064	User Performance	001 - 064
	032	001 - 064	Card Performance A	001 - 064
	033	001 - 064	Card Performance B	001 - 064
	:		:	
	064	001 - 032	Preset Performance A	001 - 032
	065	001 - 032	Preset Performance B	001 - 032
	:		:	
086	000	001 - 004	User Rhythm	001 - 004
	032	001 - 004	Card Rhythm A	001 - 004
	033	001 - 004	Card Rhythm B	001 - 004
	:		:	
	064	001 - 002	Preset Rhythm A	001 - 002
	065	001 - 002	Preset Rhythm B	001 - 002
	:		:	
087	000	001 - 128	User Patch	001 - 128
	032	001 - 128	Card Patch A	001 - 128
	033	001 - 128	Card Patch B	001 - 128
	:		:	
	064	001 - 128	Preset Patch A	001 - 128
	065	001 - 128	Preset Patch B	001 - 128
	:		:	
088	000 - 001	001 - 128	SR-JV80-01 Rhythm	001 - 256
	002 - 003	001 - 128	SR-JV80-02 Rhythm	001 - 256
	:		:	
089	000 - 001	001 - 128	SR-JV80-01 Patch	001 - 256
	002 - 003	001 - 128	SR-JV80-02 Patch	001 - 256
	:		:	
092	000 -	001 -	SRX Rhythm	001 -
	:		:	
093	000 -	001 -	SRX Patch	001 -
	:		:	
120		001 - 057	GM Rhythm	001 - 009
121	000 - 009	001 - 128	GM Patch	001 - 256

Patch List

USER (User Group)

No.	Name	Voice	Key Assign
001	Y2K Concerto	8	POLY
002	XV SteelGt 1	4	POLY
003	Shapeshifter	4	POLY
004	Trance Fair	8	MONO
005	MOVE!	6	MONO
006	VoyagerBrass	3	POLY
007	Rholitzer	3	POLY
008	Grand XV	4	POLY
009	Pianomonics	4	POLY
010	Nylozzicato	3	POLY
011	Searing Lead	3	MONO
012	Square Roots	2	MONO
013	Winky	8	POLY
014	Atmospherics	4	POLY
015	Soft Perky	5	POLY
016	NewR&RBrass	8	POLY
017	Lunar Strngs	4	POLY
018	LegatoBamboo	4	MONO
019	West End Bs	5	MONO
020	Marcato Str	4	POLY
021	Henry VIII	8	POLY
022	Chime Bells	4	POLY
023	Morph Pad	8	POLY
024	Dirty Hit	4	POLY
025	Soaring Hrns	6	POLY
026	XV Ac.Bass	4	POLY
027	Grounded Bs	2	MONO
028	Severe Ow Bs	4	MONO
029	Celtic Harp	2	POLY
030	XV Strings	3	POLY
031	Air Pad	3	POLY
032	Hit Rhodes	3	POLY
033	The Beast	6	POLY
034	SteppingPhsr	3	POLY
035	LivingInSync	2	MONO
036	PhazeWahClav	6	POLY
037	Rippling	1	POLY
038	Rhodes Trem	2	POLY
039	Rocker Org	6	POLY
040	Cutter>ModWh	2	POLY
041	Queen V	6	POLY
042	Flyin' High	3	MONO
043	Soft Nylon	4	POLY
044	Don't Jump	8	POLY
045	RockPiano Ch	3	POLY
046	St. Choir	4	POLY
047	Galactic	8	POLY
048	Phaser Dyno	3	POLY
049	Andreas Cave	4	POLY
050	ChmbrQuartet	4	POLY
051	Plug n' Play	2	POLY
052	Agent X	7	POLY
053	Lo-fi Sweep	2	POLY
054	2ndRateChord	4	MONO
055	Creamy Bass	2	MONO
056	Phunky DC	2	MONO
057	Suite Combo	6	POLY
058	JupiterHorns	2	POLY
059	Talking Box	3	MONO
060	Piano+SftPad	4	POLY
061	8VCO MonoSyn	8	MONO
062	Double Steel	8	POLY
063	Cutter Clav	2	POLY
064	Prelude	4	POLY
065	Wurlie	2	POLY
066	TB Squelch	2	POLY
067	The Ganges	3	POLY
068	British B	4	POLY
069	Power Stack	3	POLY
070	Predator 2	8	POLY
071	Moonchimes	3	POLY
072	Ooh)Aah Mod	4	POLY
073	PercInterval	8	POLY
074	Vocals: Boys	6	POLY
075	Fat Strings	3	POLY
076	Str&Brs Orch	7	POLY
077	ChamberPlyrs	4	POLY
078	Glass Orbit	3	POLY
079	The Andes	1	POLY
080	ClassicJPpad	2	POLY
081	FullSt Brass	5	POLY
082	Punker	2	POLY
083	Pop Bass	1	POLY
084	Solo SoprSax	1	MONO
085	Fat Rhodes	3	POLY
086	X-mod Sweep	1	POLY
087	XV DynoTenor	3	POLY
088	Hybrid Nylon	3	POLY
089	SquareBounce	3	POLY
090	8-str F'less	2	POLY
091	Big Bubbles	3	POLY
092	SampleThe80s	2	POLY
093	BOG	3	MONO
094	96 Years	1	POLY
095	LookMaNoFret	3	MONO
096	X-mod Reso	1	POLY
097	SkinnyBounce	2	POLY
098	Tap Bass	1	POLY
099	Brite Vox 1	4	POLY
100	Brass Tubes	4	POLY
101	80s Retrosyn	2	POLY
102	MountainFolk	2	POLY
103	Soaring Sync	4	MONO
104	Analogical	4	POLY
105	MinorIncidnt	4	MONO
106	Slap Timps	4	POLY
107	Comp'Steel	4	POLY
108	Reel Slam	4	POLY
109	Adrenaline	4	POLY
110	Choir Bounce	4	POLY
111	Jet Voxs	3	POLY
112	Halographix	2	POLY
113	3PartInventn	4	POLY
114	Retro Rhodes	3	POLY
115	Slap Bass 3	1	MONO
116	Guttural	8	MONO
117	Blades	4	POLY
118	Nasal Spray	2	MONO
119	Synergistic	2	POLY
120	Dragnet	4	POLY
121	5th Atm /Aft	2	POLY
122	AmbiPizza	5	POLY
123	GR700 Pad	3	POLY
124	Tape Strings	2	POLY
125	Soaring Saws	6	MONO
126	Temple of JV	4	POLY
127	Alternative	2	MONO
128	Sun Dive	7	POLY

PR-A (Preset A Group)

No.	Name	Voice	Key Assign
001	128voicePno	1	POLY
002	Bright Piano	1	POLY
003	Classique	2	POLY
004	Nice Piano	3	POLY
005	Piano Thang	3	POLY
006	Power Grand	3	POLY
007	House Piano	2	POLY
008	E.Grand	1	POLY
009	MIDIed Grand	3	POLY
010	Piano Blend	3	POLY
011	West Coast	4	POLY
012	PianoStrings	4	POLY
013	Bs/Pno+Brs	4	POLY
014	Waterhodes	2	POLY
015	S.A.E.P.	3	POLY
016	SA Rhodes 1	4	POLY
017	SA Rhodes 2	2	POLY
018	Stiky Rhodes	3	POLY
019	Dig Rhodes	2	POLY
020	Nylon EPiano	4	POLY
021	Nylon Rhodes	4	POLY
022	Rhodes Mix	3	POLY
023	PsychoRhodes	2	POLY
024	Tremo Rhodes	4	POLY
025	MK-80 Rhodes	1	POLY
026	MK-80 Phaser	1	POLY
027	Delicate EP	2	POLY
028	Octa Rhodes1	4	POLY
029	Octa Rhodes2	4	POLY
030	JV Rhodes+	4	POLY
031	EP+Mod Pad	4	POLY
032	Mr.Mellow	4	POLY
033	Comp Clav	1	POLY
034	Klavinet	4	POLY
035	Winger Clav	4	POLY
036	Phaze Clav 1	2	POLY
037	Phaze Clav 2	1	POLY
038	Phuzz Clav	2	POLY
039	Chorus Clav	1	POLY
040	Claviduck	2	POLY
041	Velo-Rez Clv	1	POLY
042	Clavicembalo	4	POLY
043	Analog Clav1	1	POLY
044	Analog Clav2	1	POLY
045	Metal Clav	3	POLY
046	Full Stops	2	POLY
047	Ballad B	3	POLY
048	Mellow Bars	4	POLY
049	AugerMentive	3	POLY
050	Perky B	2	POLY
051	The Big Spin	3	POLY
052	Gospel Spin	3	POLY
053	Roller Spin	3	POLY
054	Rocker Spin	3	POLY
055	Tone Wh.Solo	3	POLY
056	Purple Spin	4	POLY
057	60's LeadORG	2	POLY
058	Assalt Organ	3	POLY
059	D-50 Organ	2	POLY
060	Cathedral	4	POLY
061	Church Pipes	4	POLY
062	Poly Key	3	POLY
063	Poly Saws	4	POLY
064	Poly Pulse	4	POLY
065	Dual Profs	3	POLY
066	Saw Mass	4	POLY
067	Poly Split	4	POLY
068	Poly Brass	3	POLY
069	Stackoid	4	POLY
070	Poly Rock	4	POLY
071	D-50 Stack	4	POLY
072	Fantasia JV	4	POLY
073	Jimmee Dee	4	POLY
074	Heavenals	4	POLY
075	Mallet Pad	4	POLY
076	Huff N Stuff	3	POLY
077	Puff 1080	2	POLY
078	BellVox 1080	4	POLY
079	Fantasy Vox	4	POLY
080	Square Keys	2	POLY
081	Childlike	4	POLY
082	Music Box	3	POLY
083	Toy Box	2	POLY
084	Wave Bells	4	POLY
085	Tria Bells	4	POLY
086	Beauty Bells	4	POLY
087	Music Bells	2	POLY
088	Pretty Bells	2	POLY
089	Pulse Key	3	POLY
090	Wide Tubular	4	POLY
091	AmbienceVibe	4	POLY
092	Warm Vibes	2	POLY
093	Dyna Marimba	1	POLY
094	Bass Marimba	4	POLY
095	Nomad Perc	3	POLY
096	Ethno Metals	4	POLY
097	Islands Mlt	4	POLY
098	Steelin Keys	3	POLY
099	Steel Drums	1	POLY
100	Voicey Pizz	3	POLY
101	Sitar	2	POLY
102	Drone Split	4	POLY
103	Ethnopluck	4	POLY
104	Jamisen	2	POLY
105	Dulcimer	2	POLY
106	East Melody	2	POLY
107	MandolinTrem	4	POLY
108	Nylon Gtr	1	POLY
109	Gtr Strings	3	POLY
110	Steel Away	3	POLY
111	Heavenly Gtr	4	POLY
112	12str Gtr 1	2	POLY
113	12str Gtr 2	3	POLY
114	Jz Gtr Hall	1	POLY
115	LetterFrmPat	4	POLY
116	Jazz Scat	3	POLY
117	Lounge Gig	3	POLY
118	JC Strat	1	POLY
119	Twin Strats	3	POLY
120	JV Strat	2	POLY
121	Syn Strat	2	POLY
122	Rotary Gtr	2	POLY
123	Muted Gtr	1	POLY
124	SwitchOnMute	2	POLY
125	Power Trip	2	POLY
126	Crunch Split	4	POLY
127	Rezodrive	2	MONO
128	RockYurSocks	4	MONO

Voice: number of voice

Patch List

PR-B (Preset B Group)

No.	Name	Voice	Key Assign
001	Dist Gtr 1	3	POLY
002	Dist Gtr 2	3	POLY
003	R&R Chunk	4	POLY
004	Phripphuzz	1	MONO
005	Grungeroni	3	POLY
006	Black Widow	4	POLY
007	Velo-Wah Gtr	1	POLY
008	Mod-Wah Gtr	2	POLY
009	Pick Bass	1	MONO
010	Hip Bass	2	POLY
011	Perc.Bass	3	MONO
012	Homey Bass	2	MONO
013	Finger Bass	1	MONO
014	Nylon Bass	2	POLY
015	Ac.Upright	1	MONO
016	Wet Fretls	1	MONO
017	Fretls Dry	2	POLY
018	Slap Bass 1	2	POLY
019	Slap Bass 2	1	MONO
020	Slap Bass 3	1	MONO
021	Slap Bass 4	2	POLY
022	4 Pole Bass	1	MONO
023	Tick Bass	4	MONO
024	House Bass	3	MONO
025	Mondo Bass	3	MONO
026	Clk AnalogBs	2	MONO
027	Bass In Face	2	POLY
028	101 Bass	2	MONO
029	Noiz Bass	2	MONO
030	Super Jup Bs	2	POLY
031	Occitan Bass	3	POLY
032	Hugo Bass	4	MONO
033	Multi Bass	2	POLY
034	Moist Bass	2	MONO
035	BritelowBass	4	MONO
036	Untamed Bass	3	MONO
037	Rubber Bass	3	MONO
038	Stereoww Bs	3	MONO
039	Wonder Bass	3	MONO
040	Deep Bass	2	POLY
041	Super JX Bs	2	MONO
042	W<RED>-Bass	4	POLY
043	HI-Ring Bass	3	POLY
044	Euro Bass	2	MONO
045	SinusoidRave	1	MONO
046	Alternative	2	MONO
047	Acid Line	1	MONO
048	Auto TB-303	3	MONO
049	Hihat Tekno	2	POLY
050	Velo Tekno 1	3	MONO
051	Raggatronic	4	POLY
052	Blade Racer	4	POLY
053	S&H Pad	1	POLY
054	Syncrosonix	3	POLY
055	Fooled Again	1	POLY
056	Alive	3	POLY
057	Velo Tekno 2	2	POLY
058	Rezoid	4	POLY
059	Raverborg	4	POLY
060	Blow Hit	4	POLY
061	Hammer Bell	3	POLY
062	Seq Mallet	2	POLY
063	Intentions	3	POLY
064	Pick It	3	POLY
065	Analog Seq	2	POLY
066	Impact Vox	4	POLY
067	TeknoSoloVox	2	POLY
068	X-Mod Man	2	POLY
069	Paz <==> Zap	1	MONO
070	4 Hits 4 You	4	POLY
071	Impact	4	POLY
072	Phase Hit	3	POLY
073	Tekno Hit 1	2	POLY
074	Tekno Hit 2	2	POLY
075	Tekno Hit 3	4	POLY
076	Reverse Hit	3	POLY
077	SquareLead 1	3	POLY
078	SquareLead 2	2	POLY
079	You and Luck	2	MONO
080	Belly Lead	4	POLY
081	WhistlinAtom	2	POLY
082	Edye Boost	2	MONO
083	MG Solo	4	MONO
084	FXM Saw Lead	4	MONO
085	Sawteeth	3	MONO
086	Smoothe	2	MONO
087	MG Lead	2	MONO
088	MG Interval	4	MONO
089	Pulse Lead 1	3	POLY
090	Pulse Lead 2	4	MONO
091	Little Devil	4	MONO
092	Loud SynLead	4	MONO
093	Analog Lead	2	MONO
094	5th Lead	2	MONO
095	Flute	2	POLY
096	Piccolo	1	POLY
097	VOX Flute	4	POLY
098	Air Lead	2	POLY
099	Pan Pipes	2	POLY
100	Airplaaane	4	POLY
101	Taj Mahal	1	POLY
102	Raya Shaku	3	POLY
103	Oboe mf	1	POLY
104	Oboe Express	2	POLY
105	Clarinet mp	1	POLY
106	ClariExpress	2	POLY
107	Mitzva Split	4	POLY
108	ChamberWinds	4	POLY
109	ChamberWoods	3	POLY
110	Film Orch	4	POLY
111	Sop.Sax mf	2	POLY
112	Alto Sax	3	POLY
113	AltoLead Sax	3	POLY
114	Tenor Sax	3	POLY
115	Baritone Sax	3	POLY
116	Take A Tenor	4	POLY
117	Sax Section	4	POLY
118	Bigband Sax	4	POLY
119	Harmonica	2	POLY
120	Harmo Blues	2	POLY
121	BluesHarp	1	POLY
122	Hillbillys	4	POLY
123	French Bags	4	POLY
124	Majestic Tpt	1	MONO
125	Voluntare	2	POLY
126	2Trumpets	2	POLY
127	Tpt Sect	4	POLY
128	Mute TP mod	4	POLY

PR-C (Preset C Group)

No.	Name	Voice	Key Assign
001	Harmon Mute	1	POLY
002	Tp&Sax Sect	4	POLY
003	Sax+Tp+Tb	3	POLY
004	Brass Sect	4	POLY
005	Trombone	1	POLY
006	Hybrid Bones	4	POLY
007	Noble Horns	4	POLY
008	Massed Horns	3	POLY
009	Horn Swell	4	POLY
010	Brass It!	4	POLY
011	Brass Attack	3	POLY
012	Archimede	3	POLY
013	Rugby Horn	3	POLY
014	MKS-80 Brass	2	POLY
015	True ANALOG	2	POLY
016	Dark Vox	2	POLY
017	RandomVowels	4	POLY
018	Angels Sing	2	POLY
019	Pvox Oooze	3	POLY
020	Longing...	3	POLY
021	Arasian Morn	4	POLY
022	Beauty Vox	3	POLY
023	Mary-AnneVox	4	POLY
024	Belltree Vox	4	POLY
025	Vox Panner	2	POLY
026	Spaced Voxx	4	POLY
027	Glass Voices	3	POLY
028	Tubular Vox	4	POLY
029	Velo Voxx	2	POLY
030	Wavox	3	POLY
031	Doos	1	POLY
032	Synvox Comps	4	POLY
033	Vocal Oohz	3	POLY
034	LFO Vox	1	POLY
035	St.Strings	2	POLY
036	Warm Strings	4	POLY
037	Somber Str	4	POLY
038	Marcato	2	POLY
039	Bright Str	2	POLY
040	String Ens	4	POLY
041	TremoloStrng	2	POLY
042	Chambers	3	POLY
043	ViolinCello	4	POLY
044	Symphonique	4	POLY
045	Film Octaves	4	POLY
046	Film Layers	4	POLY
047	Bass Pizz	4	POLY
048	Real Pizz	3	POLY
049	Harp On It	3	POLY
050	Harp	2	POLY
051	JP-8 Str 1	2	POLY
052	JP-8 Str 2	3	POLY
053	E-Motion Pad	4	POLY
054	JP-8 Str 3	4	POLY
055	Vintage Orch	4	POLY
056	JUNO Strings	3	POLY
057	Gigantalog	4	POLY
058	PWM Strings	3	POLY
059	Warmth	2	POLY
060	ORBit Pad	2	POLY
061	Deep Strings	2	POLY
062	Pulsify	4	POLY
063	Pulse Pad	4	POLY
064	Greek Power	4	POLY
065	Harmonicum	2	POLY
066	D-50 Heaven	2	POLY
067	Afro Horns	3	POLY
068	Pop Pad	4	POLY
069	Dreamesque	4	POLY
070	Square Pad	4	POLY
071	JP-8 Hollow	4	POLY
072	JP-8Haunting	4	POLY
073	Heirborne	4	POLY
074	Hush Pad	4	POLY
075	Jet Pad 1	2	POLY
076	Jet Pad 2	2	POLY
077	Phaze Pad	3	POLY
078	Phaze Str	4	POLY
079	Jet Str Ens	2	POLY
080	Pivotal Pad	4	POLY
081	3D Flanged	1	POLY
082	Fantawine	4	POLY
083	Glassy Pad	3	POLY
084	Moving Glass	1	POLY
085	Glasswaves	3	POLY
086	Shiny Pad	4	POLY
087	ShiftedGlass	2	POLY
088	Chime Pad	3	POLY
089	Spin Pad	2	POLY
090	Rotary Pad	4	POLY
091	Dawn 2 Dusk	3	POLY
092	Aurora	4	POLY
093	Strobe Mode	4	POLY
094	Albion	2	POLY
095	Running Pad	4	POLY
096	Stepped Pad	4	POLY
097	Random Pad	4	POLY
098	SoundtrkDANC	4	POLY
099	Flying Waltz	4	POLY
100	Vanishing	1	POLY
101	5th Sweep	4	POLY
102	Phazweep	4	POLY
103	Big BPF	4	POLY
104	MG Sweep	4	POLY
105	CeremonyTimp	3	POLY
106	Dyno Toms	4	POLY
107	Sands ofTime	4	POLY
108	Inertia	4	POLY
109	Vektogram	4	POLY
110	Crash Pad	4	POLY
111	Feedback VOX	4	POLY
112	Cascade	1	POLY
113	Shattered	2	POLY
114	NextFrontier	2	POLY
115	Pure Tibet	1	POLY
116	Chime Wash	4	POLY
117	Night Shade	4	POLY
118	Tortured	4	POLY
119	Dissimilate	4	POLY
120	Dunes	4	POLY
121	Ocean Floor	1	POLY
122	Cyber Space	3	POLY
123	Biosphere	2	POLY
124	Variable Run	4	POLY
125	Ice Hall	2	POLY
126	ComputerRoom	4	POLY
127	Inverted	4	POLY
128	Terminate	3	POLY

Voice: number of voice

PR-D (Preset D Group)

No.	Name	Voice	Key Assign
001	Echo Piano	3	POLY
002	Upright Pno	3	POLY
003	RD-1000	3	POLY
004	Player's EP	2	POLY
005	D-50 Rhodes	4	POLY
006	Innocent EP	2	POLY
007	Echo Rhodes	4	POLY
008	See-Thru EP	3	POLY
009	FM BellPiano	3	POLY
010	Ring E.Piano	4	POLY
011	Soap Opera	1	POLY
012	Dirty Organ	3	POLY
013	Surf's Up!	2	POLY
014	Organesque	3	POLY
015	pp Harmonium	1	POLY
016	PieceOfCheez	1	POLY
017	Harpsy Clav	2	POLY
018	Exotic Velo	4	POLY
019	HolidayCheer	4	POLY
020	Morning Lite	2	POLY
021	Prefab Chime	3	POLY
022	Belfry Chime	3	POLY
023	Stacc.Heaven	4	POLY
024	2.2 Bell Pad	4	POLY
025	Far East	4	POLY
026	Wire Pad	3	POLY
027	PhaseBlipper	2	POLY
028	Sweep Clav	3	POLY
029	Glider	2	POLY
030	Solo Steel	4	POLY
031	DesertCrystl	4	POLY
032	Clear Guitar	3	POLY
033	Solo Strat	3	POLY
034	Feed Me!	4	POLY
035	Tube Smoke	2	POLY
036	Creamy	2	POLY
037	Blusey OD	2	POLY
038	Grindstone	2	POLY
039	OD 5ths	3	POLY
040	East Europe	2	POLY
041	Dulcitar	4	POLY
042	Atmos Harp	4	POLY
043	Pilgrimage	4	POLY
044	202 Rude Bs	2	MONO
045	2pole Bass	2	MONO
046	4pole Bass	2	MONO
047	Phaser MC	2	POLY
048	Miniphaser	2	POLY
049	Acid TB	1	MONO
050	Full Orchest	4	POLY
051	Str + Winds	4	POLY
052	Flute 2080	2	POLY
053	Scat Flute	2	POLY
054	Sax Choir	4	POLY
055	Ballad Trump	4	POLY
056	Sm.Brass Grp	4	POLY
057	Royale	4	POLY
058	Brass Mutes	2	POLY
059	Breathy Brs	3	POLY
060	3 Osc Brass	3	POLY
061	P5 Polymod	2	POLY
062	Triumph Brs	3	POLY
063	Techno Dream	3	POLY
064	Organizer	3	POLY
065	Civilization	3	POLY
066	Mental Chord	4	MONO
067	House Chord	4	MONO
068	Sequalog	4	POLY
069	Booster Bips	2	POLY
070	VintagePlunk	4	MONO
071	Plik-Plok	2	POLY
072	RingSequence	4	POLY
073	Cyber Swing	4	POLY
074	Keep :-)	2	POLY
075	Resojuice	2	MONO
076	B'on d'moov!	3	POLY
077	Dist TB-303	2	MONO
078	Temple of JV	4	POLY
079	Planet Asia	4	POLY
080	Afterlife	3	POLY
081	Trancing Pad	2	POLY
082	Pulsatronic	3	POLY
083	Cyber Dreams	3	POLY
084	Warm Pipe	1	MONO
085	Pure Pipe	2	POLY
086	SH-2000	2	MONO
087	X..? Whistle	3	POLY
088	Jay Vee Solo	3	POLY
089	Progresso Ld	4	MONO
090	Adrenaline	4	POLY
091	Enlighten	4	POLY
092	Glass Blower	3	POLY
093	Earth Blow	2	POLY
094	JX SqrCarpet	2	POLY
095	Dimensional	2	POLY
096	Jupiterings	2	POLY
097	Analog Drama	3	POLY
098	Rich Dynapad	4	POLY
099	Silky Way	2	POLY
100	Gluey Pad	3	POLY
101	BandPass Mod	2	POLY
102	Soundtraque	2	POLY
103	Translucence	4	POLY
104	Darkshine	4	POLY
105	D'light	2	POLY
106	December Sky	4	POLY
107	Octapad	3	POLY
108	JUNO Power!	4	POLY
109	Spectrum Mod	4	POLY
110	Stringsheen	3	POLY
111	GR500 TmpDly	2	POLY
112	Mod DirtyWav	3	POLY
113	Silicon Str	4	POLY
114	D50FantaPerc	3	POLY
115	Rotodreams	3	POLY
116	Blue Notes	4	POLY
117	RiversOfTime	4	POLY
118	Phobos	2	POLY
119	2 0 8 0	4	POLY
120	Unearthly	4	POLY
121	Glistening	4	POLY
122	Sci-Fi Str	3	POLY
123	Shadows	4	POLY
124	Helium Queen	4	MONO
125	Sci-Fi FX x4	1	POLY
126	Perky Noize	3	POLY
127	Droplet	3	POLY
128	Rain Forest	4	POLY

PR-E (Preset E Group)

No.	Name	Voice	Key Assign
001	Grand XV	4	POLY
002	Contemplate	2	POLY
003	Rock Piano	2	POLY
004	RockPiano Ch	3	POLY
005	Pianomonics	4	POLY
006	Piano+SftPad	4	POLY
007	WarmVoxPiano	4	POLY
008	Y2K Concerto	8	POLY
009	Piano+AirPad	5	POLY
010	ChoraLeader	8	POLY
011	SparklePiano	6	POLY
012	Retro Rhodes	3	POLY
013	Fat Rhodes	3	POLY
014	Rhodes Trem	2	POLY
015	Phaser Dyno	3	POLY
016	Hit Rhodes	3	POLY
017	Sweet Tynes	4	POLY
018	Pluk Rhodes	3	POLY
019	Rhodes Trip	2	POLY
020	AmbiRhodes	4	POLY
021	Rholitzer	3	POLY
022	Wurlie	2	POLY
023	FM Delight	2	POLY
024	Cutter Clav	2	POLY
025	Mute Clav D6	3	POLY
026	PhazeWahClav	6	POLY
027	St.Harpsichd	4	POLY
028	3PartInventn	4	POLY
029	Soft Perky	5	POLY
030	Fullness	5	POLY
031	Paleface 1	2	POLY
032	Paleface 2	4	POLY
033	Soft B	2	POLY
034	British B	4	POLY
035	Rocker Org	6	POLY
036	Split B	6	POLY
037	PercInterval	8	POLY
038	Happy 60s	2	POLY
039	96 Years	1	POLY
040	Glory Us Rok	2	POLY
041	Church Harmn	4	POLY
042	Cathdr Harmn	5	POLY
043	Morph Pad	8	POLY
044	Air Pad	3	POLY
045	Soft Padding	2	POLY
046	Warmth Pad	2	POLY
047	ClassicJPpad	2	POLY
048	Jupiter Str	2	POLY
049	Fat Pad	4	POLY
050	GR700 Pad	3	POLY
051	Paradise	3	POLY
052	Moonchimes	3	POLY
053	SusPed Swap	4	POLY
054	PhasingPad	2	POLY
055	Ethereal Str	4	POLY
056	Velcropad	4	POLY
057	NothrnLights	4	POLY
058	Sun Dive	7	POLY
059	Brite Vox 1	4	POLY
060	Brite Vox 2	4	POLY
061	Ooh)Aah Mod	4	POLY
062	Vocals: Ooh	4	POLY
063	Vocals: Scat	6	POLY
064	Vocals: Boys	6	POLY
065	St. Choir	4	POLY
066	SampleThe80s	2	POLY
067	Sacred Tree	2	POLY
068	VP330 OctEko	2	POLY
069	XV Strings	3	POLY
070	Fat Strings	3	POLY
071	Dolce p/m/f	6	POLY
072	Sad Strings	6	POLY
073	Lush Strings	4	POLY
074	Strings4Film	6	POLY
075	Marcato Str	4	POLY
076	End Titles	4	POLY
077	ChmbrQuartet	4	POLY
078	ChamberSect.	4	POLY
079	FullChmbrStr	6	POLY
080	Tape Strings	2	POLY
081	Henry VIII	8	POLY
082	Prelude	4	POLY
083	Str&Brs Orch	7	POLY
084	Hornz	5	POLY
085	TudorFanfare	4	POLY
086	ChamberPlyrs	4	POLY
087	Flute/Clari	2	POLY
088	Orch Reeds	3	POLY
089	Dual Flutes	3	POLY
090	Jazzer Flute	2	POLY
091	LegatoBamboo	4	MONO
092	Ambience Flt	4	POLY
093	The Andes	1	POLY
094	Deja Vlute	4	MONO
095	Simply Brass	2	POLY
096	FullSt Brass	5	POLY
097	Dragnet	4	POLY
098	NewR&RBrass	8	POLY
099	Tower Trumps	5	POLY
100	BigBrassBand	5	POLY
101	Lil'BigHornz	6	POLY
102	VoyagerBrass	3	POLY
103	Symph Horns	3	POLY
104	Trombone Atm	3	POLY
105	XV Trombone	2	POLY
106	XV Trumpet	3	POLY
107	JupiterHorns	2	POLY
108	Solo SoprSax	1	MONO
109	Solo AltoSax	2	MONO
110	XV DynoTenor	3	POLY
111	Honker Bari	2	POLY
112	Full Saxz	7	POLY
113	Soaring Hrns	6	POLY
114	Glass Orbit	3	POLY
115	5th Atm /Aft	2	POLY
116	Lo-fi Sweep	2	POLY
117	Modular Life	4	POLY
118	Oscillations	4	POLY
119	Combing	2	POLY
120	Rolling 5ths	4	POLY
121	Analogue Str	4	POLY
122	Lunar Strngs	4	POLY
123	BPFsweep Mod	3	POLY
124	Queen V	6	POLY
125	SkinnyBounce	2	POLY
126	SquareBounce	3	POLY
127	Galactic	8	POLY
128	Powerwiggle	3	POLY

Voice: number of voice

Patch List

PR-F (Preset F Group)

No.	Name	Voice	Key Assign	No.	Name	Voice	Key Assign
001	80s Retrosyn	2	POLY	065	Kickin' Bass	2	MONO
002	Power Stack	3	POLY	066	Sub Zero	4	MONO
003	Don't Jump	8	POLY	067	Liquid Bass	2	MONO
004	Big Bubbles	3	POLY	068	Hefty Bass	2	MONO
005	X-mod Sweep	1	POLY	069	Severe Ow Bs	4	MONO
006	Bag O' Bones	6	POLY	070	Chime Bells	4	POLY
007	AirSoThin	2	POLY	071	Celestabox	1	POLY
008	Analogical	4	POLY	072	Brass Tubes	4	POLY
009	Waspy Pulse	2	POLY	073	Dreams East	3	POLY
010	Soaring Saws	6	MONO	074	Synergistic	2	POLY
011	Square Roots	2	MONO	075	Andreas Cave	4	POLY
012	BOG	3	MONO	076	AmbiPizza	5	POLY
013	Talking Box	3	MONO	077	Voxy Nylon	3	POLY
014	Retro Lead	2	MONO	078	EastrnEurope	3	POLY
015	LivingInSync	2	MONO	079	Celtic Harp	2	POLY
016	Leads United	4	MONO	080	Reso Sitar	2	POLY
017	Dirty Sync	2	MONO	081	The Ganges	3	POLY
018	DistortaSync	1	MONO	082	MountainFolk	2	POLY
019	Blistering	2	MONO	083	Byzantine	4	POLY
020	Guttural	8	MONO	084	AsiaPlectrum	8	POLY
021	Flyin' High	3	MONO	085	VelHarp)Harm	3	POLY
022	Soft Tooth	2	MONO	086	Pluckaphone	4	POLY
023	Soaring Sqr	4	MONO	087	Slap Timps	4	POLY
024	Soaring Sync	4	MONO	088	Suite Combo	6	POLY
025	Nasal Spray	2	MONO	089	Jet Voxs	3	POLY
026	Lamb Lead	2	MONO	090	Dirty Hit	4	POLY
027	Creamer	2	MONO	091	MOVE!	6	MONO
028	Sine System	4	MONO	092	Reel Slam	4	POLY
029	Soft Nylon	4	POLY	093	OffTheRecord	4	POLY
030	Nylozzicato	3	POLY	094	2ndRateChord	4	MONO
031	Mutezzicato	3	POLY	095	RageInYouth	3	POLY
032	Hybrid Nylon	3	POLY	096	MinorIncidnt	4	MONO
033	XV SteelGt 1	4	POLY	097	Phunky DC	2	MONO
034	XV SteelGt 2	4	POLY	098	Agent X	7	POLY
035	Comp'Steel	4	POLY	099	Winky	8	POLY
036	Double Steel	8	POLY	100	Looney 2nz	8	POLY
037	Folk Guitar	4	POLY	101	Shortrave	2	POLY
038	SpanishNight	5	POLY	102	DeeperBeeper	2	MONO
039	Plug n' Play	2	POLY	103	Percolator	4	POLY
040	Fab 4 Guitar	4	POLY	104	Filter Morph	4	POLY
041	Searing Lead	3	MONO	105	Choir Bounce	4	POLY
042	Punker	2	POLY	106	Rippling	1	POLY
043	LouderPlease	3	POLY	107	SteppingPhsr	3	POLY
044	XV Upright	1	POLY	108	Trance Fair	8	MONO
045	XV Ac.Bass	4	POLY	109	GermanBounce	4	POLY
046	LookMaNoFret	3	MONO	110	Acid JaZZ	5	MONO
047	XV Fretless	1	POLY	111	Cutter>ModWh	2	POLY
048	Basic F'less	1	MONO	112	Blades	4	POLY
049	8-str F'less	2	POLY	113	Mad Bender	6	POLY
050	Tap Bass	1	POLY	114	Shapeshifter	4	POLY
051	Pop Bass	1	POLY	115	ForestMoon	8	POLY
052	P.Bs Chorus	4	MONO	116	Predator 2	8	POLY
053	TremCho Bs	2	POLY	117	Dark Side	8	POLY
054	Creamy Bass	2	MONO	118	The Beast	6	POLY
055	Buster Bass	2	MONO	119	X-mod Reso	1	POLY
056	TB Squelch	2	POLY	120	Planet Meta	7	POLY
057	Ticker Bass	4	MONO	121	Nexus	8	POLY
058	Muscle Bass	2	MONO	122	Halographix	2	POLY
059	Grounded Bs	2	MONO	123	Moon Rise	8	POLY
060	West End Bs	5	MONO	124	Gruvacious	5	POLY
061	Snap Bass	2	MONO	125	Windy Dunes	4	POLY
062	700 Bassboy	3	MONO	126	Ice Blasts	4	POLY
063	8VCO MonoSyn	8	MONO	127	Ringy Thingy	8	MONO
064	ResoMoist Bs	4	MONO	128	Atmospherics	4	POLY

Voice: number of voice

PR-H (GM2 Group)

No.	Name	Voice	LSB	PC	No.	Name	Voice	LSB	PC	No.	Name	Voice	LSB	PC	No.	Name	Voice	LSB	PC
001	Piano 1	4	0	1	065	Chorus Gt.	2	1		129	French Horns	2	0	61	193	Sitar	1	0	105
002	Piano 1w	2	1		066	Mid Tone GTR	1	2		130	Fr.Horn 2	2	1		194	Sitar 2	2	1	
003	European Pf	1	2		067	Muted Gt.	1	0	29	131	Brass 1	3	0	62	195	Banjo	1	0	106
004	Piano 2	4	0	2	068	Funk Pop	1	1		132	Brass 2	2	1		196	Shamisen	1	0	107
005	Piano 2w	1	1		069	Funk Gt.2	2	2		133	Synth Brass1	2	0	63	197	Koto	2	0	108
006	Piano 3	1	0	3	070	Jazz Man	2	3		134	Pro Brass	2	1		198	Taisho Koto	1	1	
007	Piano 3w	1	1		071	Overdrive Gt	2	0	30	135	Oct SynBrass	2	2		199	Kalimba	1	0	109
008	Honky-tonk	2	0	4	072	Guitar Pinch	2	1		136	Jump Brass	3	3		200	Bagpipe	2	0	110
009	Honky-tonk 2	2	1		073	DistortionGt	2	0	31	137	Synth Brass2	2	0	64	201	Fiddle	1	0	111
010	E.Piano 1	2	0	5	074	Feedback Gt.	2	1		138	SynBrass sfz	2	1		202	Shanai	1	0	112
011	St.Soft EP	2	1		075	Dist Rtm GTR	2	2		139	Velo Brass 1	2	2		203	Tinkle Bell	3	0	113
012	FM+SA EP	2	2		076	Gt.Harmonics	1	0	32	140	Soprano Sax	1	0	65	204	Agogo	1	0	114
013	Wurly	2	3		077	Gt. Feedback	1	1		141	Alto Sax	1	0	66	205	Steel Drums	1	0	115
014	E.Piano 2	2	0	6	078	Acoustic Bs.	1	0	33	142	Tenor Sax	2	0	67	206	Woodblock	1	0	116
015	Detuned EP 2	2	1		079	Fingered Bs.	1	0	34	143	Baritone Sax	1	0	68	207	Castanets	1	1	
016	St.FM EP	2	2		080	Finger Slap	2	1		144	Oboe	2	0	69	208	Taiko	3	0	117
017	EP Legend	2	3		081	Picked Bass	1	0	35	145	English Horn	1	0	70	209	Concert BD	2	1	
018	EP Phase	2	4		082	Fretless Bs.	1	0	36	146	Bassoon	1	0	71	210	Melo. Tom 1	1	0	118
019	Harpsichord	1	0	7	083	Slap Bass 1	1	0	37	147	Clarinet	1	0	72	211	Melo. Tom 2	1	1	
020	Coupled Hps.	2	1		084	Slap Bass 2	2	0	38	148	Piccolo	1	0	73	212	Synth Drum	2	0	119
021	Harpsi.w	1	2		085	Synth Bass 1	1	0	39	149	Flute	1	0	74	213	808 Tom	2	1	
022	Harpsi.o	2	3		086	SynthBass101	1	1		150	Recorder	1	0	75	214	Elec Perc	1	2	
023	Clav.	1	0	8	087	Acid Bass	1	2		151	Pan Flute	1	0	76	215	Reverse Cym.	1	0	120
024	Pulse Clav	1	1		088	Clavi Bass	2	3		152	Bottle Blow	2	0	77	216	Gt.FretNoise	1	0	121
025	Celesta	1	0	9	089	Hammer	2	4		153	Shakuhachi	2	0	78	217	Gt.Cut Noise	1	1	
026	Glockenspiel	1	0	10	090	Synth Bass 2	2	0	40	154	Whistle	1	0	79	218	String Slap	1	2	
027	Music Box	1	0	11	091	Beef FM Bass	2	1		155	Ocarina	2	0	80	219	Breath Noise	1	0	122
028	Vibraphone	2	0	12	092	RubberBass 2	2	2		156	Square Wave	2	0	81	220	Fl.Key Click	1	1	
029	Vibraphone w	2	1		093	Attack Pulse	1	3		157	MG Square	1	1		221	Seashore	1	0	123
030	Marimba	1	0	13	094	Violin	1	0	41	158	2600 Sine	1	2		222	Rain	1	1	
031	Marimba w	1	1		095	Slow Violin	1	1		159	Saw Wave	2	0	82	223	Thunder	1	2	
032	Xylophone	1	0	14	096	Viola	1	0	42	160	OB2 Saw	1	1		224	Wind	1	3	
033	Tubular-bell	1	0	15	097	Cello	1	0	43	161	Doctor Solo	2	2		225	Stream	2	4	
034	Church Bell	1	1		098	Contrabass	1	0	44	162	Natural Lead	2	3		226	Bubble	2	5	
035	Carillon	1	2		099	Tremolo Str	1	0	45	163	SequencedSaw	2	4		227	Bird	2	0	124
036	Santur	1	0	16	100	PizzicatoStr	1	0	46	164	Syn.Calliope	2	0	83	228	Dog	1	1	
037	Organ 1	2	0	17	101	Harp	1	0	47	165	Chiffer Lead	2	0	84	229	Horse-Gallop	1	2	
038	Trem. Organ	2	1		102	Yang Qin	2	1		166	Charang	2	0	85	230	Bird 2	1	3	
039	60's Organ 1	1	2		103	Timpani	1	0	48	167	Wire Lead	2	1		231	Telephone 1	1	0	125
040	70's E.Organ	2	3		104	Strings	2	0	49	168	Solo Vox	2	0	86	232	Telephone 2	1	1	
041	Organ 2	2	0	18	105	Orchestra	3	1		169	5th Saw Wave	2	0	87	233	DoorCreaking	1	2	
042	Chorus Or.2	2	1		106	60s Strings	2	2		170	Bass & Lead	2	0	88	234	Door	1	3	
043	Perc. Organ	2	2		107	Slow Strings	1	0	50	171	Delayed Lead	2	1		235	Scratch	2	4	
044	Organ 3	2	0	19	108	Syn.Strings1	2	0	51	172	Fantasia	2	0	89	236	Wind Chimes	2	5	
045	Church Org.1	1	0	20	109	Syn.Strings3	2	1		173	Warm Pad	1	0	90	237	Helicopter	2	0	126
046	Church Org.2	2	1		110	Syn.Strings2	2	0	52	174	Sine Pad	2	1		238	Car-Engine	1	1	
047	Church Org.3	2	2		111	Choir Aahs	2	0	53	175	Polysynth	2	0	91	239	Car-Stop	1	2	
048	Reed Organ	1	0	21	112	Chorus Aahs	2	1		176	Space Voice	2	0	92	240	Car-Pass	1	3	
049	Puff Organ	2	1		113	Voice Oohs	1	0	54	177	Itopia	2	1		241	Car-Crash	2	4	
050	Accordion Fr	2	0	22	114	Humming	2	1		178	Bowed Glass	3	0	93	242	Siren	1	5	
051	Accordion It	2	1		115	SynVox	1	0	55	179	Metal Pad	3	0	94	243	Train	1	6	
052	Harmonica	1	0	23	116	Analog Voice	1	1		180	Halo Pad	2	0	95	244	Jetplane	2	7	
053	Bandoneon	2	0	24	117	OrchestraHit	2	0	56	181	Sweep Pad	1	0	96	245	Starship	2	8	
054	Nylon-str.Gt	1	0	25	118	Bass Hit	2	1		182	Ice Rain	2	0	97	246	Burst Noise	2	9	
055	Ukulele	1	1		119	6th Hit	2	2		183	Soundtrack	2	0	98	247	Applause	2	0	127
056	Nylon Gt.o	2	2		120	Euro Hit	2	3		184	Crystal	2	0	99	248	Laughing	1	1	
057	Nylon Gt.2	2	3		121	Trumpet	1	0	57	185	Syn Mallet	1	1		249	Screaming	1	2	
058	Steel-str.Gt	1	0	26	122	Dark Trumpet	1	1		186	Atmosphere	2	0	100	250	Punch	1	3	
059	12-str.Gt	2	1		123	Trombone	1	0	58	187	Brightness	2	0	101	251	Heart Beat	1	4	
060	Mandolin	2	2		124	Trombone 2	1	1		188	Goblin	2	0	102	252	Footsteps	1	5	
061	Steel + Body	2	3		125	Bright Tb	1	2		189	Echo Drops	1	0	103	253	Gun Shot	1	0	128
062	Jazz Gt.	1	0	27	126	Tuba	1	0	59	190	Echo Bell	2	1		254	Machine Gun	1	1	
063	Pedal Steel	1	1		127	MutedTrumpet	1	0	60	191	Echo Pan	2	2		255	Lasergun	1	2	
064	Clean Gt.	1	0	28	128	MuteTrumpet2	1	1		192	Star Theme	2	0	104	256	Explosion	2	3	

Voice: number of voice LSB: Bank Select LSB, MSB is all 121 PC: Program Change Number Key Assign: all POLY

Rhythm Set List

Note No.	USER (User) 001 XV Pop Kit	002 XV Rock Kit	003 XV Jazz Kit	004 XV Rust Kit	PR-A (Preset A Group) 001 PopDrumSet 1	002 PopDrumSet 2
28	Dance Kick	Dance Kick	JazzDry Kick	70s Kick 2	-----	-----
29	Dry Kick	Round Kick	Pillow Kick	Old Kick	-----	-----
30	Rock Roll	Rock Roll	Jazz Swish	Rock Roll	-----	-----
31	Hybrid Kick	Jazz Kick	Hybrid Kick2	909 Kick 2	-----	-----
32	Snare Ghost	Rock Gst	Snare Ghost	Rock Gst	-----	-----
33	Round Kick	Verb Kick	MplLmtr Kick	909 Kick 1	-----	-----
34	Rock PdHH	Rock PdHH	Jazz PdHH	Rock PdHH	-----	-----
35	Hybrid Kick2	Maple Kick	JazzDry Kick	808 Kick	Verb Kick	Hybrid Kick
C2 36	Old Kick	Rock Kick	Jazz Kick	Dance Kick	Hybrid Kick	Round Kick
37	Side Stick	RockStick	Dry Stick 2	RockStick	Side Stick	Dry Stick 2
38	Wet SN	Rock SN	Jazz SN	Old Fill SN	Natural SN2	Piccolo SN
39	Snare Ghost	Rock Gst	Snare Ghost	Rock Gst	808 Claps	Hand Claps
40	AmbientSN	Rock Rim	Jazz Rim	Rock SN	SN Roll	Piccolo SN
41	Maple Tom 3	Rock TomL2	Jazz Tom L	Elec.Tom L2	Verb Tom Lo	Verb Tom Lo
42	Rock ClHH2	Rock ClHH2	Jazz ClHH1	Rock ClHH1	Cl HiHat 4	Cl HiHat 4
43	Rock Flm L2	Rock Flm L2	Jazz Flm L	Elec.Tom L1	Verb Tom Lo	Verb Tom Lo
44	Rock ClHH1	Rock ClHH1	Jazz ClHH2	Rock ClHH2	Cl HiHat 5	Cl HiHat 5
45	Maple Tom 2	Rock Tom M	Jazz Tom M	Elec.Tom M	Verb Tom Hi	Verb Tom Hi
46	Rock OpHH	Rock OpHH	Jazz OpHH	Rock OpHH	Op HiHat 2	Op HiHat 2
47	Rock Flm M	Rock Flm M	Jazz Flm M	Elec.Tom M	Verb Tom Hi	Verb Tom Hi
C3 48	Maple Tom 1	Rock Tom H	Jazz Tom H	Elec.Tom H	Verb Tom Hi	Verb Tom Hi
49	Crash Cymbal	Rock CrCym1	Jazz CrCym	Rock CrCym1	Crash 1	Crash 1
50	Rock Flm H	Rock Flm H	Jazz Flm H	Elec.Tom H	Verb Tom Hi	Verb Tom Hi
51	Rock RdCym1	Rock RdCym1	Jazz RdCym	Rock RdCym1	Ride 2	Ride 1
52	Crash 1	Rock China	Rock RdCym1	Rock CrCym2	China Cym	China Cym
53	Rock RdCym2	Rock RdCym2	Rock RdCym2	Rock RdCym2	Ride Bell	Ride Bell
54	Tambourine 2	Tambourine 2	Tambourine 1	Tambourine 1	Tambourine 1	Tambourine 1
55	Rock CrCym2	Rock CrCym2	Crash 1	Rock Splash	Crash 1	Crash 1
56	Cowbell Lo	Cowbell Lo	Cowbell Lo	Cowbell	Cowbell	Cowbell
57	Crash 1	Crash 1	Crash 2	China Cym	Crash 1	Crash 1
58	Cowbell Hi	Cowbell Hi	Cowbell Hi	Vibraslap	Cowbell	Cowbell
59	Ride Bell	Ride Bell	Ride Bell	70s Kick 2	Ride Bell	Ride Bell
C4 60	Cga Mute Hi	Cga Mute Hi	Cga Mute Hi	70s Kick 1	Cga Mute Hi	Cga Mute Hi
61	Cga Mute Lo	Cga Mute Lo	Cga Mute Lo	Dry Stick	Cga Mute Lo	Cga Mute Lo
62	Cga Slap	Cga Slap	Cga Slap	70s SN	Cga Slap	Cga Slap
63	Cga Open Hi	Cga Open Hi	Cga Open Hi	Finger Snaps	Cga Open Hi	Cga Open Hi
64	Cga Open Lo	Cga Open Lo	Cga Open Lo	HumanClapsEQ	Cga Open Lo	Cga Open Lo
65	Timbale Hi	Timbale Hi	Timbale Hi	JD Cowbell	Timbale	Timbale
66	Timbale Lo	Timbale Lo	Timbale Lo	70s Cl HiHat	Timbale	Timbale
67	AgogoBellsHi	AgogoBellsHi	AgogoBellsHi	AgogoBells	AgogoBells	AgogoBells
68	AgogoBellsLo	AgogoBellsLo	AgogoBellsLo	70s Cl HiHat	AgogoBells	AgogoBells
69	Cabasa Up	Cabasa Up	Cabasa Up	909 NZ HiHat	Cabasa Up	Cabasa Up
70	Maracas	Maracas	Maracas	70s Op HiHat	Maracas	Maracas
71	ShortWhistle	ShortWhistle	ShortWhistle	Cabasa Up	Soft Pad A	Cabasa Down
C5 72	Long Whistle	Long Whistle	Long Whistle	Long Whistle	Soft Pad B	Cabasa Cut
73	Short Guiro	Short Guiro	Short Guiro	REV RkOpHH f	Long Guiro	808 Kick
74	Long Guiro	Long Guiro	Long Guiro	Tambourine 2	Long Guiro	808 SN
75	Claves	Claves	Claves	REV JzOpHH f	Claves	DIGI Bell 1
76	WoodBlock Hi	WoodBlock Hi	WoodBlock Hi	Scratch 2	Wood Block	808 SN
77	WoodBlock Lo	WoodBlock Lo	WoodBlock Lo	Mute Triangl	Wood Block	808 Kick
78	Mute Cuica	Mute Cuica	Mute Cuica	909 Cl HiHat	Cuica	Spectrum
79	Open Cuica	Open Cuica	Open Cuica	Open Triangl	Cuica	808 Kick
80	Mute Triangl	Mute Triangl	Mute Triangl	909 Cl HiHat	Open Triangl	Spectrum
81	Open Triangl	Open Triangl	Open Triangl	Cabasa	Open Triangl	808 Kick
82	Cabasa Cut	Cabasa Cut	Cabasa Cut	909 Op HiHat	Cabasa Cut	Spectrum
83	Spectrum	Spectrum	Spectrum	Spectrum	Spectrum	808 Kick
C6 84	Wind Chimes	Wind Chimes	Wind Chimes	Maple Kick	Wind Chimes	808 Kick
85	Wood Block	Wood Block	Wood Block	Woody Stick	Wood Block	Feedbackwave
86	Mute Surdo	Mute Surdo	Mute Surdo	Maple SN	Cga Slap	808 Kick
87	Open Surdo	Open Surdo	Open Surdo	SN Roll	Dry Tom Lo	Feedbackwave
88	Lite Kick	Lite Kick	Lite Kick	Maple Tom 3	Lite Kick	Pop Voice
89	Hybrid Kick2	Hybrid Kick2	Hybrid Kick2	909 Kick 1	Hybrid Kick2	Pop Voice
90	Old Kick	Old Kick	Old Kick	Old Kick	Old Kick	Wind Agogo
91	Pop Voice	Pop Voice	Pop Voice	808 Kick	Pop Voice	Pop Voice
92	Wind Agogo	Wind Agogo	Wind Agogo	909 SN 2	Wind Agogo	Wind Agogo
93	Op HiHat 2	Op HiHat 2	Op HiHat 2	909 SN 1	Op HiHat 2	Op HiHat 2
94	Anklungs	Anklungs	Anklungs	808 SN	Anklungs	Anklungs
95	Op HiHat 2	Op HiHat 2	Op HiHat 2	Dance Kick	Op HiHat 2	Op HiHat 2
C7 96	Metronome 2	Metronome 2	Metronome 2	REV Timp3	Metronome 2	Metronome 2
97	R8 Click	R8 Click	R8 Click	R8 Click	R8 Click	R8 Click
98	Metronome 1	Metronome 1	Metronome 1	Metronome 2	Metronome 1	Metronome 1
99	Hand Claps	Hand Claps	Hand Claps	808 Claps	-----	-----

Note No.	PR-B (Preset B Group) 001 PowerDrumSet	PR-B (Preset B Group) 002 RaveDrumSet	PR-C (Preset C Group) 001 JazzDrumSet2	PR-C (Preset C Group) 002 OrchDrumSet	PR-D (Preset D Group) 001 PowerDrmSet2	PR-D (Preset D Group) 002 PowerRaveSet
28	-----	-----	-----	-----	-----	-----
29	-----	-----	-----	-----	-----	-----
30	-----	-----	-----	-----	-----	-----
31	-----	-----	-----	-----	-----	-----
32	-----	-----	-----	-----	-----	-----
33	-----	-----	-----	-----	-----	-----
34	-----	-----	-----	-----	-----	-----
35	Verb Kick	808 Kick	Round Kick	Old Kick	Verb Kick	Verb Kick
C2 36	Round Kick	Round Kick	Old Kick	Round Kick	Round Kick	Round Kick
37	Dry Stick 2	Side Stick	Side Stick	Side Stick	Dry Stick 2	Dry Stick 2
38	Piccolo SN	808 SN	Ballad SN	Ballad SN	Piccolo SN	Piccolo SN
39	808 Claps	808 Claps	Hand Claps	808 Claps	808 Claps	808 Claps
40	Natural SN2	808 SN	SN Roll	SN Roll	SN Roll	Natural SN2
41	Verb Tom Lo	808 Kick	Verb Tom Lo	Timpani	Verb Tom Lo	Verb Tom Lo
42	Cl HiHat 4	606 Cl HiHat	Cl HiHat 5	Timpani	Cl HiHat 4	Cl HiHat 4
43	Verb Tom Lo	Tekno Hit	Dry Tom Lo	Timpani	Verb Tom Lo	Verb Tom Lo
44	Pedal HiHat2	606 Cl HiHat	Pedal HiHat2	Timpani	Pedal HiHat2	Pedal HiHat2
45	Verb Tom Lo	808 Kick	Verb Tom Lo	Timpani	Verb Tom Lo	Verb Tom Lo
46	Op HiHat 2	606 Op HiHat	Op HiHat 2	Timpani	Op HiHat 2	Op HiHat 2
47	Verb Tom Lo	Tekno Hit	Dry Tom Lo	Timpani	Verb Tom Lo	Verb Tom Lo
C3 48	Verb Tom Hi	808 Kick	Verb Tom Hi	Timpani	Verb Tom Hi	Verb Tom Hi
49	Crash 1	Crash 1	Crash 1	Timpani	Crash 1	Crash 1
50	Verb Tom Hi	Tekno Hit	Dry Tom Hi	Timpani	Verb Tom Hi	Verb Tom Hi
51	Ride 1	Voice Breath	Ride 2	Timpani	Ride 1	Ride 1
52	China Cym	MC500 Beep 1	China Cym	Timpani	China Cym	China Cym
53	Ride Bell	MC500 Beep 2	Ride Bell	Timpani	Ride Bell	Ride Bell
54	Tambourine 1	R8 Click	Tambourine 1	Tambourine 1	Tambourine 1	Tambourine 1
55	Crash 1	Pizz	Crash 1	Crash 1	Crash 1	Crash 1
56	Cowbell	DIGI Bell 1	Cowbell	Cowbell	Cowbell	Cowbell
57	Crash 1	Rattles	Crash 1	Crash 1	Crash 1	Crash 1
58	Vibraslap	Ride Bell	Vibraslap	Ride 1	Vibraslap	Vibraslap
59	Ride 1	REV Tamb 1	Ride 2	Ride 2	Ride 1	Ride 1
C4 60	Bongo Hi	2.2 Vibwave	Bongo Hi	Bongo Hi	Bongo Hi	Bongo Hi
61	Bongo Lo	Low Pink NZ	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo
62	Cga Mute Hi	Kalimba	Cga Mute Hi	Cga Mute Hi	Cga Mute Hi	Cga Mute Hi
63	Cga Open Hi	Metal Wind	Cga Open Hi	Cga Open Hi	Cga Open Hi	Cga Open Hi
64	Cga Open Lo	Lead Wave	Cga Open Lo	Cga Open Lo	Cga Open Lo	Cga Open Lo
65	Timbale	Tin Wave	Timbale	Timbale	Timbale	Timbale
66	Timbale	AgogoBells	Timbale	Timbale	Timbale	Timbale
67	AgogoBells	Lite Kick	AgogoBells	AgogoBells	AgogoBells	AgogoBells
68	AgogoBells	AgogoBells	AgogoBells	AgogoBells	AgogoBells	AgogoBells
69	Cabasa Up	Lite Kick	Cabasa Up	Cabasa Up	Cabasa Up	AgogoBells
70	Maracas	AgogoBells	Maracas	Maracas	Maracas	Maracas
71	Soft Pad A	Gtr Harm A	Soft Pad A	Soft Pad A	Soft Pad A	606 Cl HiHat
C5 72	Soft Pad B	Gtr Harm A	Brush Swish	Soft Pad B	Soft Pad B	606 Cl HiHat
73	Long Guiro	Piano Thump	Long Guiro	Long Guiro	Long Guiro	606 Op HiHat
74	Long Guiro	Natural SN1	Long Guiro	Long Guiro	Long Guiro	Long Guiro
75	Claves	Hand Claps	Claves	Claves	Claves	Claves
76	Wood Block	Natural SN1	Wood Block	Wood Block	Wood Block	Wood Block
77	Wood Block	808 SN	Metronome 2	Wood Block	Wood Block	Wood Block
78	Cuica	PowerChord B	Cuica	Cuica	Cuica	Pizz
79	Cuica	Hybrid Kick2	Cuica	Cuica	Cuica	Syn Vox 1
80	Open Triangl	PowerChord B	Open Triangl	Open Triangl	Open Triangl	Voice Aahs A
81	Open Triangl	Gt.FretNoise	Open Triangl	Open Triangl	Open Triangl	Voice Oohs2A
82	Maracas	Banjo B	Cabasa Cut	Cabasa Cut	Maracas	Male Ooh A
83	Ice Rain	Slap Bass 1	Spectrum	Spectrum	Ice Rain	Ice Rain
C6 84	Wind Chimes	Oboe mf A	Wind Chimes	Wind Chimes	Wind Chimes	808 SN
85	Claves	Shakuhachi	Wood Block	Wood Block	Claves	808 SN
86	808 SN	Pizz	Cga Slap	Cga Slap	808 SN	808 SN
87	Verb Tom Hi	Syn Vox 1	Dry Tom Lo	Dry Tom Lo	Verb Tom Hi	Hand Claps
88	Piccolo SN	Voice Aahs A	Lite Kick	Applause	Piccolo SN	Voice Breath
89	Scratch 3	Voice Oohs2A	Hybrid Kick2	Hybrid Kick2	Scratch 3	Scratch 3
90	Tin Wave	Pop Voice	Old Kick	Cl HiHat 4	Tin Wave	Tin Wave
91	Spectrum	Male Ooh A	Natural SN2	Round Kick	Spectrum	Crash 1
92	REV Steel DR	Voice Breath	Natural SN1	Pedal HiHat2	REV Steel DR	Ride Bell
93	REV Tin Wave	Org Vox C	Brush Swish	Natural SN2	REV Tin Wave	REV Tin Wave
94	REV PiccloSN	Vox Noise	Brush Roll	Op HiHat 2	REV PiccloSN	DIGI Bell 1
95	REV Crash 1	Vox Noise	Brush Slap	Brush Slap	REV Crash 1	Metal Wind
C7 96	Metronome 2	Applause	Metronome 2	Brush Swish	Metronome 2	Applause
97	R8 Click	R8 Click	R8 Click	Brush Roll	R8 Click	R8 Click
98	Metronome 1	Metronome 2	Metronome 1	SN Roll	Metronome 1	Metronome 1
99	-----	-----	-----	-----	-----	-----

Rhythm Set List

Note No.	PR-E (Preset E Group) 001 XV Pop Kit	PR-E (Preset E Group) 002 XV Rock Kit	PR-F (Preset F Group) 001 XV Jazz Kit	PR-F (Preset F Group) 002 XV Rust Kit
28	Dance Kick	Dance Kick	JazzDry Kick	70s Kick 2
29	Dry Kick	Round Kick	Pillow Kick	Old Kick
30	Rock Roll	Rock Roll	Jazz Swish	Rock Roll
31	Hybrid Kick	Jazz Kick	Hybrid Kick2	909 Kick 2
32	Snare Ghost	Rock Gst	Snare Ghost	Rock Gst
33	Round Kick	Verb Kick	MplLmtr Kick	909 Kick 1
34	Rock PdHH	Rock PdHH	Jazz PdHH	Rock PdHH
35	Hybrid Kick2	Maple Kick	JazzDry Kick	808 Kick
C2 36	Old Kick	Rock Kick	Jazz Kick	Dance Kick
37	Side Stick	RockStick	Dry Stick 2	RockStick
38	Wet SN	Rock SN	Jazz SN	Old Fill SN
39	Snare Ghost	Rock Gst	Snare Ghost	Rock Gst
40	AmbientSN	Rock Rim	Jazz Rim	Rock SN
41	Maple Tom 3	Rock TomL2	Jazz Tom L	Elec.Tom L2
42	Rock ClHH2	Rock ClHH2	Jazz ClHH1	Rock ClHH1
43	Rock Flm L2	Rock Flm L2	Jazz Flm L	Elec.Tom L1
44	Rock ClHH1	Rock ClHH1	Jazz ClHH2	Rock ClHH2
45	Maple Tom 2	Rock Tom M	Jazz Tom M	Elec.Tom M
46	Rock OpHH	Rock OpHH	Jazz OpHH	Rock OpHH
47	Rock Flm M	Rock Flm M	Jazz Flm M	Elec.Tom M
C3 48	Maple Tom 1	Rock Tom H	Jazz Tom H	Elec.Tom H
49	Crash Cymbal	Rock CrCym1	Jazz CrCym	Rock CrCym1
50	Rock Flm H	Rock Flm H	Jazz Flm H	Elec.Tom H
51	Rock RdCym1	Rock RdCym1	Jazz RdCym	Rock RdCym1
52	Crash 1	Rock China	Rock RdCym1	Rock CrCym2
53	Rock RdCym2	Rock RdCym2	Rock RdCym2	Rock RdCym2
54	Tambourine 2	Tambourine 2	Tambourine 1	Tambourine 1
55	Rock CrCym2	Rock CrCym2	Crash 1	Rock Splash
56	Cowbell Lo	Cowbell Lo	Cowbell Lo	Cowbell
57	Crash 1	Crash 1	Crash 2	China Cym
58	Cowbell Hi	Cowbell Hi	Cowbell Hi	Vibraslap
59	Ride Bell	Ride Bell	Ride Bell	70s Kick 2
C4 60	Cga Mute Hi	Cga Mute Hi	Cga Mute Hi	70s Kick 1
61	Cga Mute Lo	Cga Mute Lo	Cga Mute Lo	Dry Stick
62	Cga Slap	Cga Slap	Cga Slap	70s SN
63	Cga Open Hi	Cga Open Hi	Cga Open Hi	Finger Snaps
64	Cga Open Lo	Cga Open Lo	Cga Open Lo	HumanClapsEQ
65	Timbale Hi	Timbale Hi	Timbale Hi	JD Cowbell
66	Timbale Lo	Timbale Lo	Timbale Lo	70s Cl HiHat
67	AgogoBellsHi	AgogoBellsHi	AgogoBellsHi	AgogoBells
68	AgogoBellsLo	AgogoBellsLo	AgogoBellsLo	70s Cl HiHat
69	Cabasa Up	Cabasa Up	Cabasa Up	909 NZ HiHat
70	Maracas	Maracas	Maracas	70s Op HiHat
71	ShortWhistle	ShortWhistle	ShortWhistle	Cabasa Up
C5 72	Long Whistle	Long Whistle	Long Whistle	Long Whistle
73	Short Guiro	Short Guiro	Short Guiro	REV RkOpHH f
74	Long Guiro	Long Guiro	Long Guiro	Tambourine 2
75	Claves	Claves	Claves	REV JzOpHH f
76	WoodBlock Hi	WoodBlock Hi	WoodBlock Hi	Scratch 2
77	WoodBlock Lo	WoodBlock Lo	WoodBlock Lo	Mute Triangl
78	Mute Cuica	Mute Cuica	Mute Cuica	909 Cl HiHat
79	Open Cuica	Open Cuica	Open Cuica	Open Triangl
80	Mute Triangl	Mute Triangl	Mute Triangl	909 Cl HiHat
81	Open Triangl	Open Triangl	Open Triangl	Cabasa
82	Cabasa Cut	Cabasa Cut	Cabasa Cut	909 Op HiHat
83	Spectrum	Spectrum	Spectrum	Spectrum
C6 84	Wind Chimes	Wind Chimes	Wind Chimes	Maple Kick
85	Wood Block	Wood Block	Wood Block	Woody Stick
86	Mute Surdo	Mute Surdo	Mute Surdo	Maple SN
87	Open Surdo	Open Surdo	Open Surdo	SN Roll
88	Lite Kick	Lite Kick	Lite Kick	Maple Tom 3
89	Hybrid Kick2	Hybrid Kick2	Hybrid Kick2	909 Kick 1
90	Old Kick	Old Kick	Old Kick	Old Kick
91	Pop Voice	Pop Voice	Pop Voice	808 Kick
92	Wind Agogo	Wind Agogo	Wind Agogo	909 SN 2
93	Op HiHat 2	Op HiHat 2	Op HiHat 2	909 SN 1
94	Anklungs	Anklungs	Anklungs	808 SN
95	Op HiHat 2	Op HiHat 2	Op HiHat 2	Dance Kick
C7 96	Metronome 2	Metronome 2	Metronome 2	REV Timp3
97	R8 Click	R8 Click	R8 Click	R8 Click
98	Metronome 1	Metronome 1	Metronome 1	Metronome 2
99	Hand Claps	Hand Claps	Hand Claps	808 Claps

PR-H (GM2 Group)

Note No.	001 (PC: 1) GM2 STANDARD	002 (PC: 9) GM2 ROOM	003 (PC: 17) GM2 POWER	004 (PC: 25) GM2 ELECTRIC	005 (PC: 26) GM2 ANALOG	006 (PC: 33) GM2 JAZZ
27	High-Q	High-Q	High-Q	High-Q	High-Q	High-Q
28	Slap	Slap	Slap	Slap	Slap	Slap
29	ScratchPush	ScratchPush	ScratchPush	ScratchPush	ScratchPush	ScratchPush
30	ScratchPull	ScratchPull	ScratchPull	ScratchPull	ScratchPull	ScratchPull
31	Sticks	Sticks	Sticks	Sticks	Sticks	Sticks
32	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick	SquareClick
33	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click	Mtrnm.Click
34	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell	Mtrnm. Bell
35	Mix Kick	Mix Kick	Mix Kick	Mix Kick	Mix Kick	Jazz Kick 2
C2 36	Standard KK1	Standard KK1	Power Kick1	Elec Kick 1	TR-808 Kick	Jazz Kick 1
37	Side Stick	Side Stick	Side Stick	Side Stick	808 Rimshot	Side Stick
38	Standard SN1	Standard SN1	Dance Snare1	Elec. Snare	808 Snare 1	Standard SN1
39	909 HandClap	909 HandClap	909 HandClap	909 HandClap	909 HandClap	909 HandClap
40	Elec Snare 3	Elec Snare 3	Elec Snare 3	Elec Snare 2	Elec Snare 3	Elec Snare 3
41	Real Tom 6	Room Tom 5	Rock Tom 4	Synth Drum 2	808 Tom 2	Real Tom 6
42	Close HiHat2	Close HiHat2	Close HiHat2	Close HiHat2	TR-808 CHH	Close HiHat2
43	Real Tom 6	Room Tom 5	Rock Tom 4	Synth Drum 2	808 Tom 2	Real Tom 6
44	Pedal HiHat2	Pedal HiHat2	Pedal HiHat2	Pedal HiHat2	808__chh	Pedal HiHat2
45	Real Tom 4	Room Tom 2	Rock Tom 4	Synth Drum 2	808 Tom 2	Real Tom 4
46	Open HiHat2	Open HiHat2	Open HiHat2	Open HiHat2	TR-808 OHH	Open HiHat2
47	Real Tom 4	Room Tom 2	Rock Tom 4	Synth Drum 2	808 Tom 2	Real Tom 4
C3 48	Real Tom 1	Room Tom 2	Rock Tom 1	Synth Drum 2	808 Tom 2	Real Tom 1
49	Crash Cym.1	Crash Cym.1	Crash Cym.1	Crash Cym.1	808 Crash	Crash Cym.1
50	Real Tom 1	Room Tom 2	Rock Tom 1	Synth Drum 2	808 Tom 2	Real Tom 1
51	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal
52	ChinaCymbal	ChinaCymbal	ChinaCymbal	ReverseCymbl	ChinaCymbal	ChinaCymbal
53	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell	Ride Bell
54	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine	Tambourine
55	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.	Splash Cym.
56	Cowbell	Cowbell	Cowbell	Cowbell	808cowbe	Cowbell
57	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2	Crash Cym.2
58	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap	Vibraslap
59	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal	Ride Cymbal
C4 60	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High	Bongo High
61	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo	Bongo Lo
62	Mute H.Conga	Mute H.Conga	Mute H.Conga	Mute H.Conga	808 Conga	Mute H.Conga
63	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	Conga Hi Opn	808 Conga	Conga Hi Opn
64	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	Conga Lo Opn	808 Conga	Conga Lo Opn
65	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale	High Timbale
66	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale	Low Timbale
67	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
68	Agogo	Agogo	Agogo	Agogo	Agogo	Agogo
69	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa	Cabasa
70	Maracas	Maracas	Maracas	Maracas	808marac	Maracas
71	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle	ShrtWhistle
C5 72	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle	LongWhistle
73	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro	Short Guiro
74	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro	Long Guiro
75	Claves	Claves	Claves	Claves	808clave	Claves
76	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
77	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock	Woodblock
78	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica	Mute Cuica
79	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica	Open Cuica
80	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl	MuteTriangl
81	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl	OpenTriangl
82	Shaker	Shaker	Shaker	Shaker	Shaker	Shaker
83	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell	Jingle Bell
C6 84	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree	Bell Tree
85	Castanets	Castanets	Castanets	Castanets	Castanets	Castanets
86	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo	Mute Surdo
87	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo	Open Surdo
88	-----	-----	-----	-----	-----	-----

PC: Program Change Number Bank Select MSB is all 120, LSB is all 0

Rhythm Set List

PR-H (GM2 Group)

Note No.	007 (PC: 41) GM2 BRUSH	008 (PC: 49) GM2 ORCHSTRA	009 (PC: 57) GM2 SFX
27	High-Q	Close HiHat2	-----
28	Slap	Pedal HiHat2	-----
29	ScratchPush	Open HiHat2	-----
30	ScratchPull	Ride Cymbal	-----
31	Sticks	Sticks	-----
32	SquareClick	SquareClick	-----
33	Mtrnm.Click	Mtrnm.Click	-----
34	Mtrnm. Bell	Mtrnm. Bell	-----
35	Jazz Kick 2	Concert BD	-----
C2 36	Jazz Kick 1	ConcertBD Mt	-----
37	Side Stick	Side Stick	-----
38	Brush Swirl	Concert Snr	-----
39	Brush Slap1	Castanets	High-Q
40	Brush Swirl	Concert Snr	Slap
41	Real Tom 6	Timpani	ScratchPush
42	Close HiHat2	Timpani	ScratchPull
43	Real Tom 6	Timpani	Sticks
44	Pedal HiHat2	Timpani	SquareClick
45	Real Tom 4	Timpani	Mtrnm.Click
46	Open HiHat2	Timpani	Mtrnm. Bell
47	Real Tom 4	Timpani	Gt.FretNoiz
C3 48	Real Tom 1	Timpani	Gt.CutNoise
49	Crash Cym.1	Timpani	Gt.CutNoise
50	Real Tom 1	Timpani	String Slap
51	Ride Cymbal	Timpani	Fl.KeyClick
52	ChinaCymbal	Timpani	Laughing
	Ride Bell	Timpani	Screaming
53	Tambourine	Tambourine	Punch
54	Splash Cym.	Splash Cym.	Heart Beat
55	Cowbell	Cowbell	Footsteps
56	Crash Cym.2	Con.Cymbal2	Footsteps
57	Vibraslap	Vibraslap	Applause
58	Ride Cymbal	Concert Cym.	Creaking
59	Bongo High	Bongo High	Door
C4 60	Bongo Lo	Bongo Lo	Scratch
61	Mute H.Conga	Mute H.Conga	Wind Chimes
62	Conga Hi Opn	Conga Hi Opn	Car-Engine
63	Conga Lo Opn	Conga Lo Opn	Car-Stop
64	High Timbale	High Timbale	Car-Pass
65	Low Timbale	Low Timbale	Car-Crash
66	Agogo	Agogo	Siren
67	Agogo	Agogo	Train
68	Cabasa	Cabasa	Jetplane
69	Maracas	Maracas	Helicopter
70	ShrtWhistle	ShrtWhistle	Starship
71	LongWhistle	LongWhistle	Gun Shot
C5 72	Short Guiro	Short Guiro	Machine Gun
73	Long Guiro	Long Guiro	Lasergun
74	Claves	Claves	Explosion
75	Woodblock	Woodblock	Dog
76	Woodblock	Woodblock	HorseGallop
77	Mute Cuica	Mute Cuica	Bird
78	Open Cuica	Open Cuica	Rain
79	MuteTriangl	MuteTriangl	Thunder
80	OpenTriangl	OpenTriangl	Wind
81	Shaker	Shaker	Seashore
82	Jingle Bell	Jingle Bell	Stream
83	Bell Tree	Bell Tree	Bubble
C6 84	Castanets	Castanets	-----
85	Mute Surdo	Mute Surdo	-----
86	Open Surdo	Open Surdo	-----
87	-----	Applause	-----
88			

PC: Program Change Number Bank Select MSB is all 120, LSB is all 0

Performance List

USER (User Group)

No.	Name	No.	Name
01	Andreas Cave	33	Lo-Fi Lead
02	FullStrings1	34	Jet Flanger
03	Springy	35	Soaring Saws
04	Searing Lead	36	PianoRhodes
05	Heirborne XV	37	SabbathDay
06	Humanizer	38	OrganSplit 1
07	XV Rust Kit	39	Orc.Ensemble
08	Blistering+	40	Blue Sky
09	Slicing Svox	41	MIDI Rhodes2
10	RevDly Saws	42	Lo-Fi Trance
11	SuiteCombo+	43	4 x Hits
12	XV Sync Lead	44	EastrnEurope
13	Slicing Pad	45	FullStrings2
14	Mix Piano	46	Lo-Fi Str
15	Min.Incidnt+	47	XV Pop Kit
16	Windy	48	Beauty Bells
17	Jupiter2000	49	XV Pipe
18	MIDI Rhodes1	50	MIDI Strings
19	Predator+	51	Blow Pad
20	BigOrchestra	52	BrassBand 2
21	80s Sample	53	XV Piano&Bs
22	BrassBand 1	54	DynoRhs&Bs
23	SlicedTrance	55	PhsDyno&Bs
24	CrystalVoxXV	56	PhsClavi&Bs
25	Pumping/Ld	57	SynClavi&Bs
26	BellPad 3080	58	XV StlGtr&Bs
27	Chamber Str	59	Nylocato&Bs
28	Slicing Saws	60	OrganSplit 2
29	Orcstrl Brs	61	OrganSplit 3
30	Cultivate	62	XV Jazz Kit
31	Synth Brs XV	63	XV Rock Kit
32	XV SweepPad	64	Seq:Temp XV

PR-A (Preset A Group)

No.	Name
01	Seq:Template
02	Seq:Pop
03	Seq:LABallad
04	Seq:Fusion
05	Seq:FunkRock
06	Seq:HardRock
07	Seq:H.Metal
08	Seq:Blues
09	Seq:Cont.Jz
10	Seq:Ac.Jazz
11	Seq:Country
12	Seq:Folk
13	Seq:Dixie
14	Seq:BigBand
15	Seq:Latin
16	Seq:Africa
17	Seq:World
18	Seq:Zydeco
19	Seq:60's
20	Seq:Gospel
21	Seq:PopDance
22	Seq:TeknoPop
23	Seq:House
24	Seq:Hip Hop
25	Seq:HardCore
26	Seq:Acid
27	Seq:Ambient
28	Seq:New Age
29	Seq:Orch
30	Seq:Film
31	Seq:Chamber
32	Seq:Baroque

PR-B (Preset B Group)

No.	Name
01	Dulcimar&Gtr
02	DulcitarStk
03	Tekno Loop 2
04	Rave Attack
05	SpaceCarrier
06	Terminator
07	Symphony JV
08	Nebular Vox
09	Humming Vox
10	Cosmic Dawn
11	Labyrinth
12	Sweeper
13	Stack Pad
14	Strobe Pad 2
15	Rhythmatic
16	Voyage
17	S&H Pad
18	Cyclic Pad
19	White Hole
20	EasternSplit
21	Tekno Asia
22	TeknoSplit 1
23	TeknoSplit 2
24	TknoPopSplit
25	ChildrenSplt
26	Purple Split
27	PulsingSplit
28	Pad / Lead
29	Organ / Lead
30	Bass / Lead
31	S&H / Pad
32	Drone / Pipe

* The USER and PR-B groups contain split and layered Performances. The PR-A group contains Performances designed for use when creating songs.

In particular, PR-A:01 Seq:Template has the following settings to make it easy for you to create your own desired settings.

Parts 1, 3–9, 11–16: PR-A:001 128voicePno

Part 2: PR-B:013Finger Bass

Part 10: PR-A:001 PopDrumSet1

Demo Song and Profile of the Composer

Rips in Techtonic Space
Comin Correct
Mighty Hair

Vince LaDuca (Twister)
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Vince La Duca is an engineer and dance music producer / artist from Los Angeles, California. He holds engineering credits from Motown Records, Ruthless Records, and Warner Brothers Records. In addition to writing and producing dance remixes, Vince currently works as a Regional Product Specialist for Roland Corp. U.S. where his duties include sound design for Roland's Groove Product Line.

Imaginary Phase

Mitsuru Sakaue
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From his college days, Mitsuru Sakaue has been active as a keyboard player and arranger in studio and commercial music production. At present he is involved in production of commercials for TV and radio as a composer, arranger, keyboard player and computer music expert. His highly acclaimed musical abilities go beyond borders of musical genre. He is the chief director of the Idecs (Inc.) group of creative musical artists.

PowerUp Now!
HardBop City
Rites
Epic Passage

Scott Tibbs
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Scott Tibbs has performed and conducted for several orchestral groups, including the Atlanta Symphony Orchestra, throughout the United States, Canada, Latin America, and Japan. His diverse compositional output ranges from numerous film, theater and television projects to the symphonic concert stage. He has received a Ph.D. degree in composition from UCLA and has recently composed music for recordings with Clare Fisher and Bill Holman. He has performed with well-known artists Dizzy Gillespie, Bill Cosby, Jerry Sienfeld, and Bobby Shew, amongst numerous others.

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